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MAGAZIN TEM

JUNE #9

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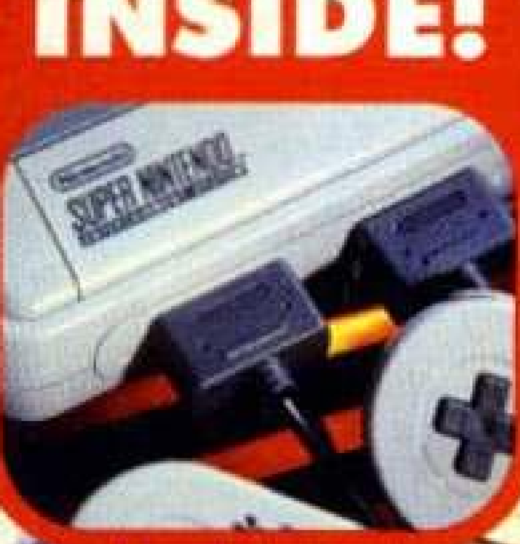
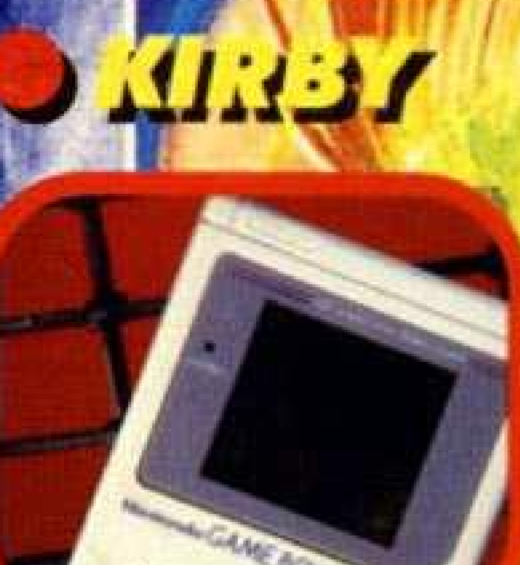
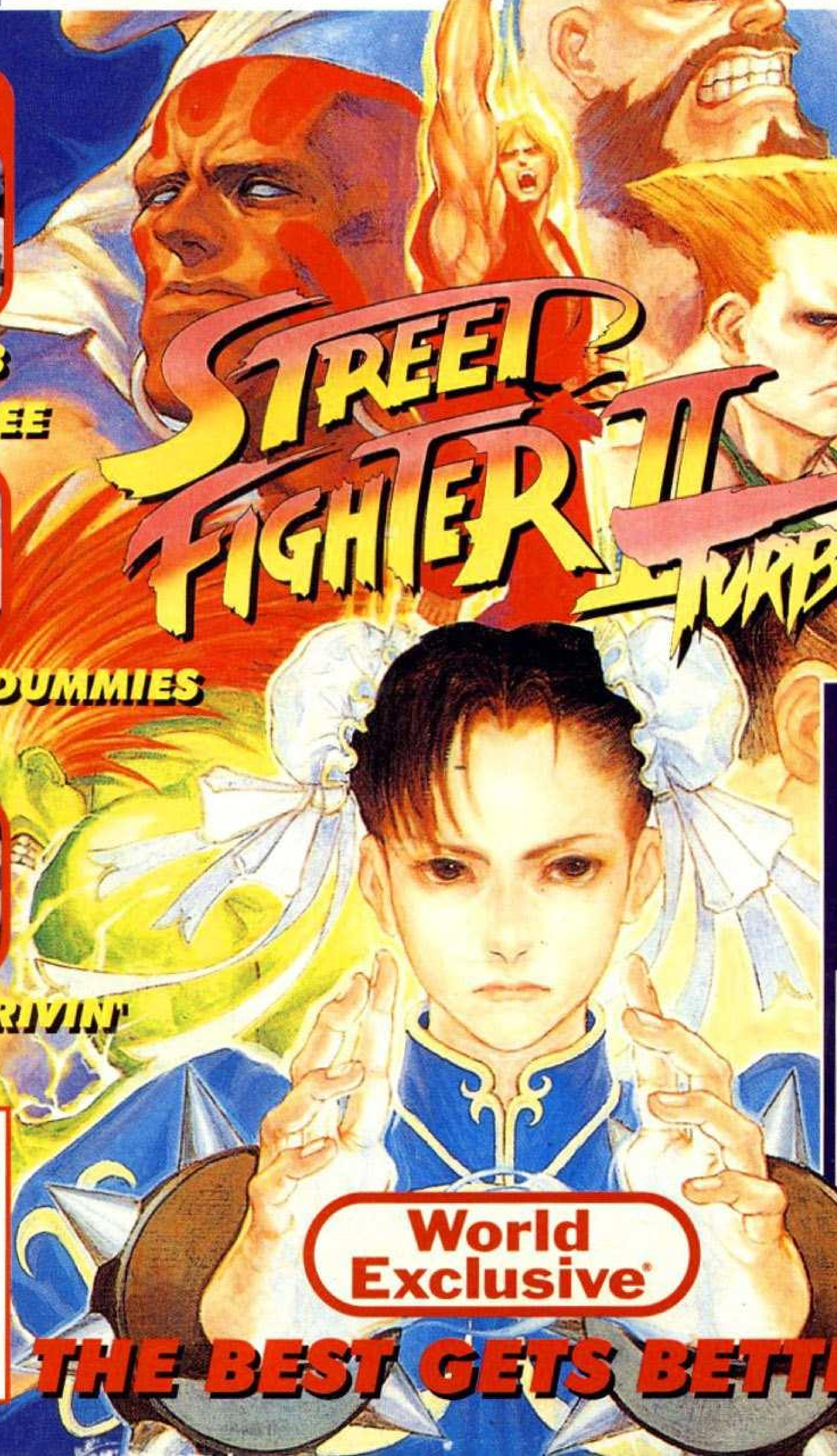


- ALIEN 3
- TWIN BEE

- CRASH DUMMIES
- KIRBY



- RACE DRIVIN'
- SPLITZ



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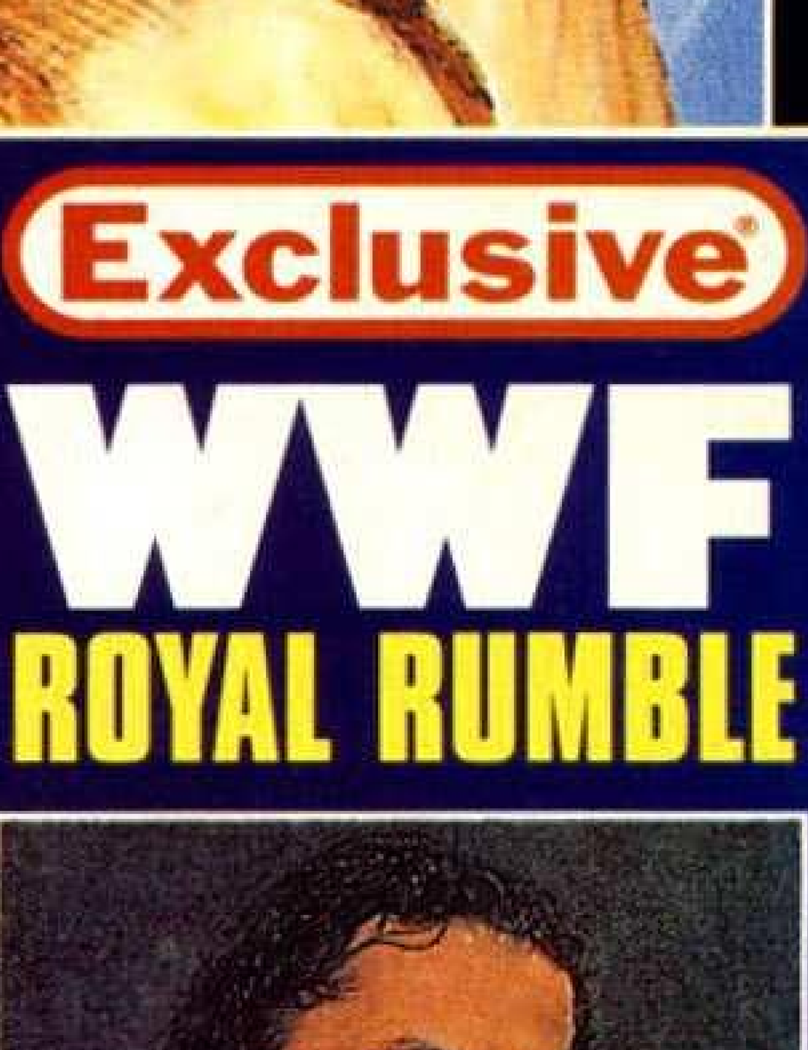

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PAL VERSION

The Starwing Challenge will be taking place on May 29th, at a stor

with the new Super FX accelerator chip. To find out where you can fi

ed to the

wing

e, GCSE's

iece of p

near you. It'll be your first chance to take on the only game

your first mission call up page 377 on ITV Teletext

SUPER NINTENDO
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Will you ever reach the end?

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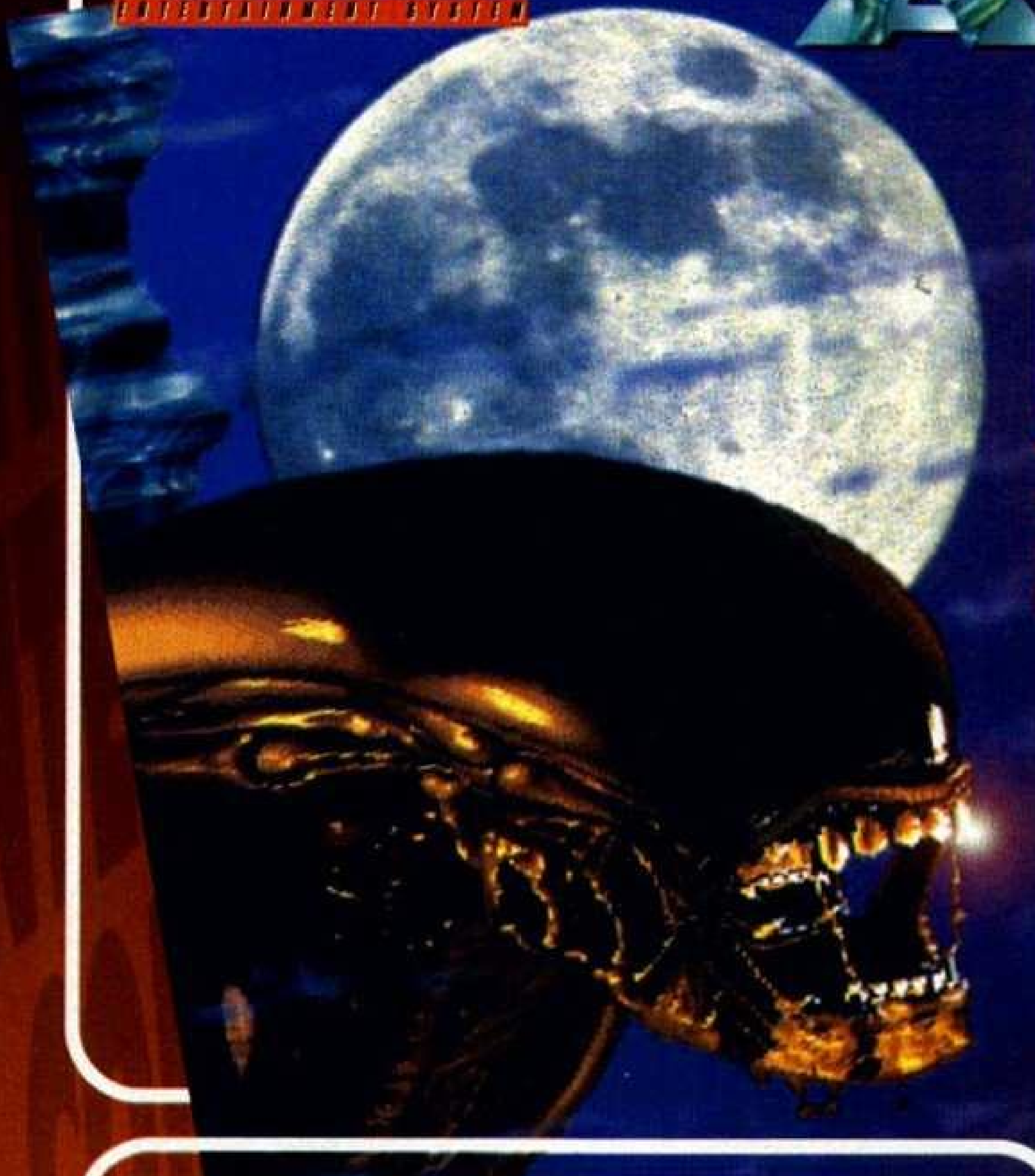
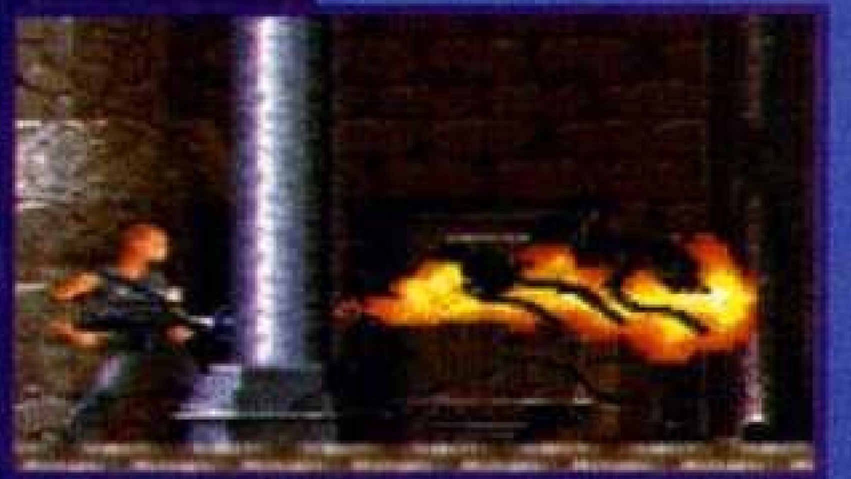
SUPER NINTENDO ENTERTAINMENT SYSTEM

ALIEN 3

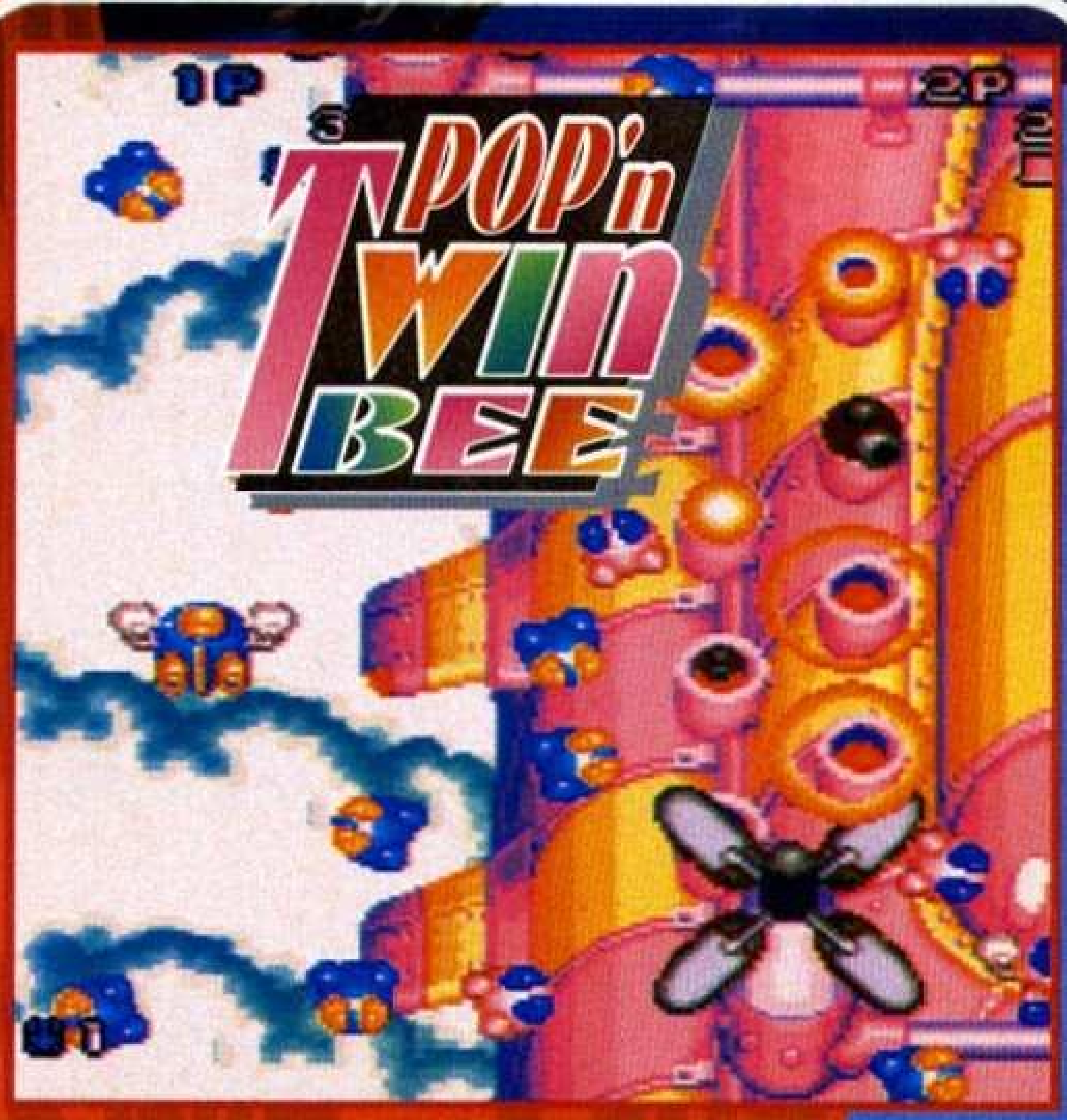




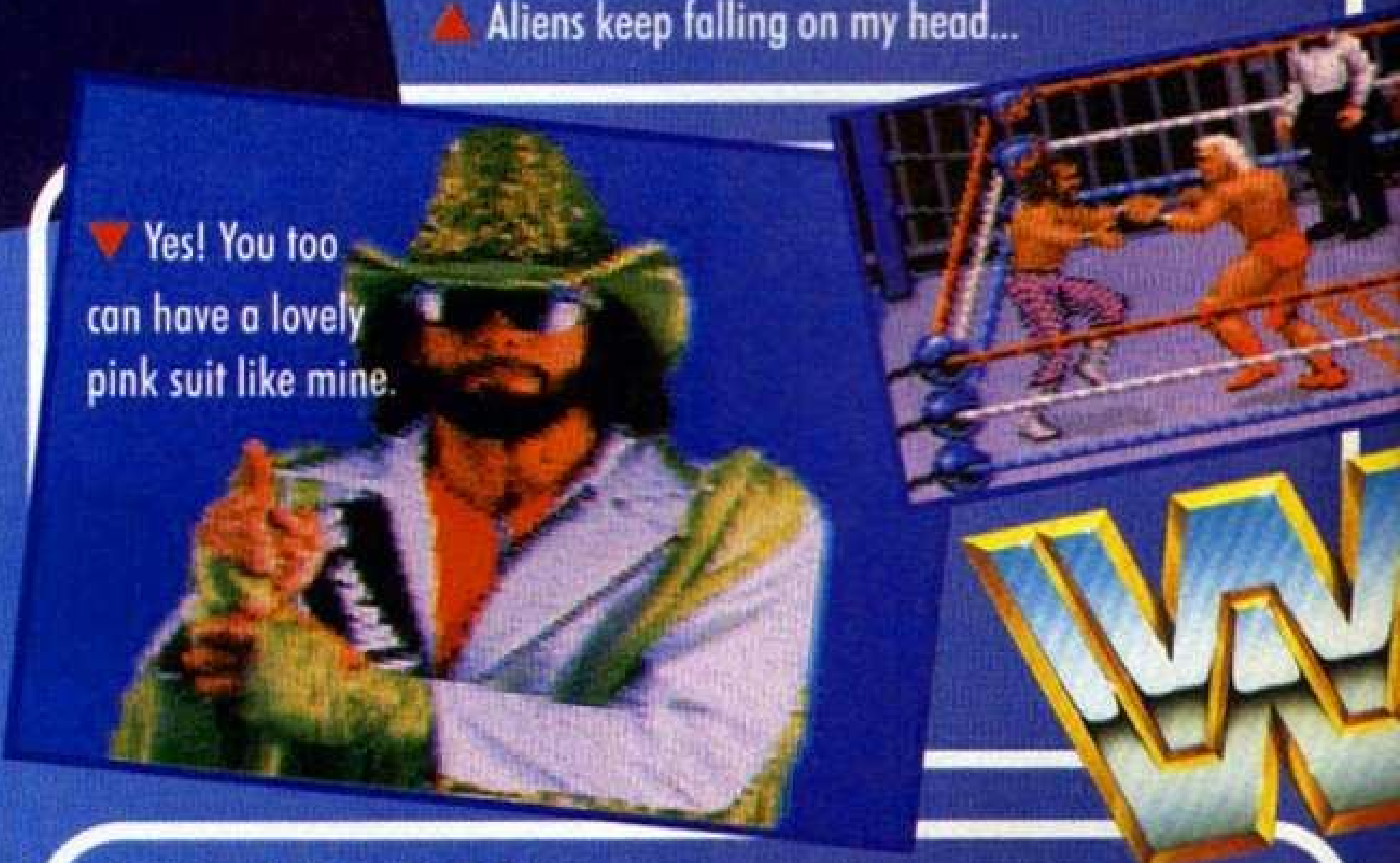
▲ Xenomorph-bating related action with the gorgeous pouting Ripley on page 30

▲ Aliens keep falling on my head...

POP'n TWIN BEE



Play Twin Bee. See cute little creatures. Blast them all to hell...



▼ Yes! You too can have a lovely pink suit like mine.

BIO METAL

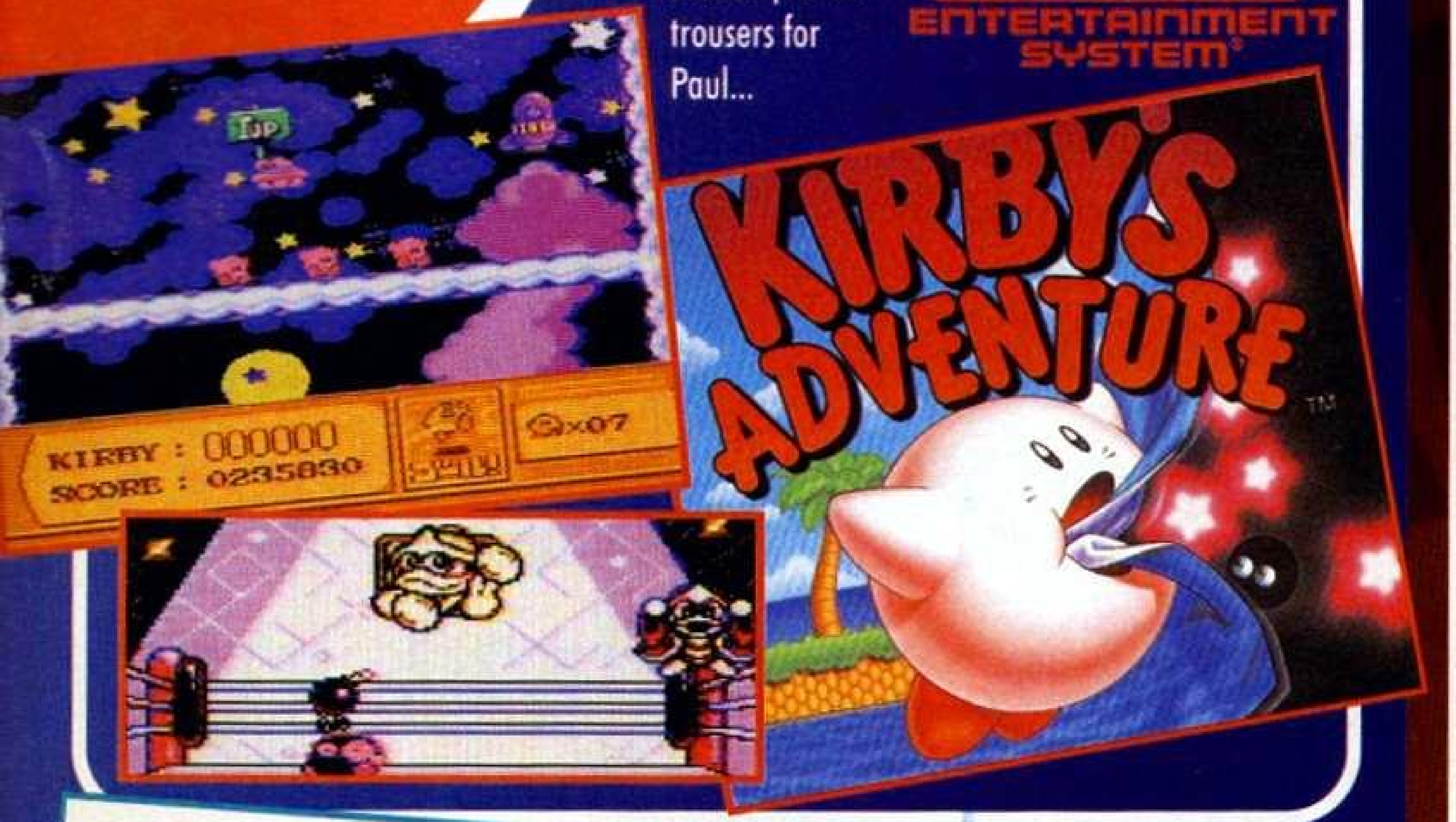
▲ Blasting action ahoy! Yawn.

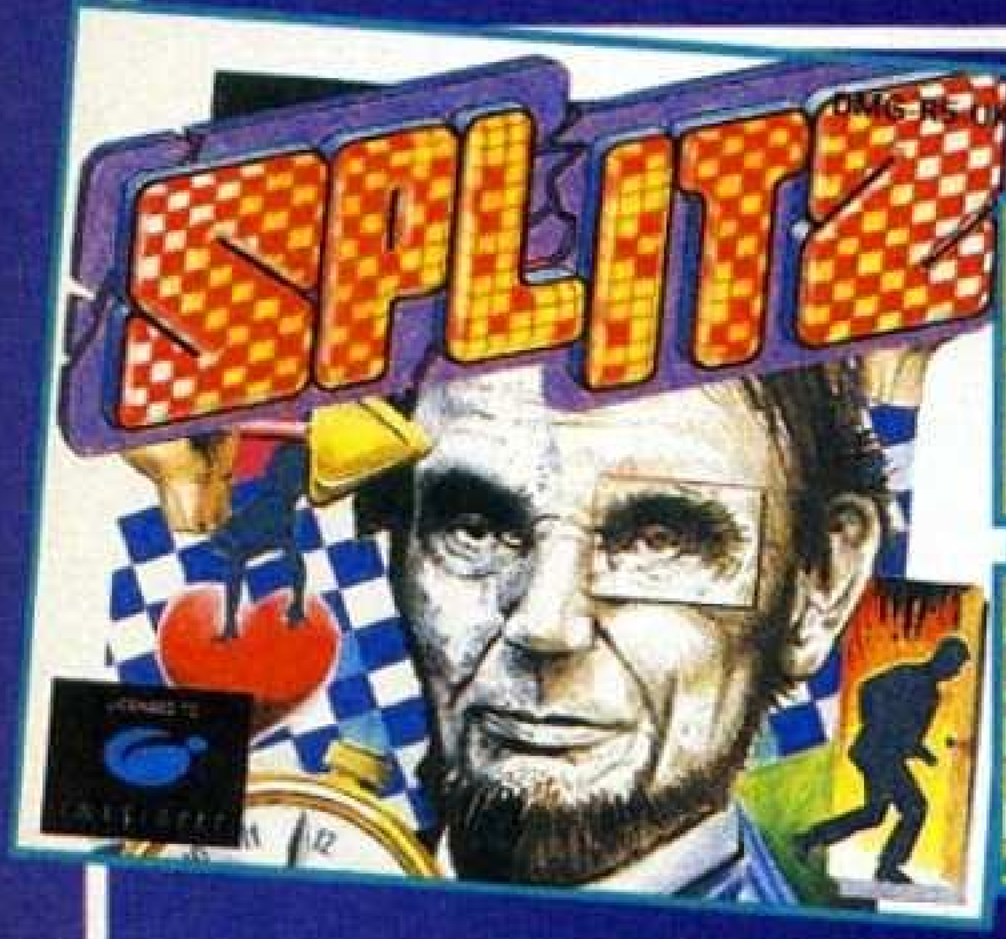
TS

ISSUE 9
JUNE 1993

Nintendo
ENTERTAINMENT SYSTEM

▼ Quick, fetch a clean pair of trousers for Paul...





GAME BOY

▲ Can you tell what it is yet?

▲ A monster holding aloft a stick of Broccoli yesterday.

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EMAP Images employees and their immediate family aren't allowed to enter any competitions. There will be no cash alternative to the prize on offer. Otherwise, all of you can enter our fine compos except for Dwayne Minton of West Wormwood, 'cos he wears size 12 moon boots.

FINAL BIT
Ha! Fooled you! This isn't the Final Bit at all - I've still got loads to do and it's all the fault of that Mr Tim and it's just not fair. Bah! Anyway, I've got to go and clean the chimneys! Bye Bye! RAD XXX. PS Hello to Jamie Burke in Belfast and Sarah in Bristol and Nigel Lee in Knutsford.

EDITOR

SAD DAD

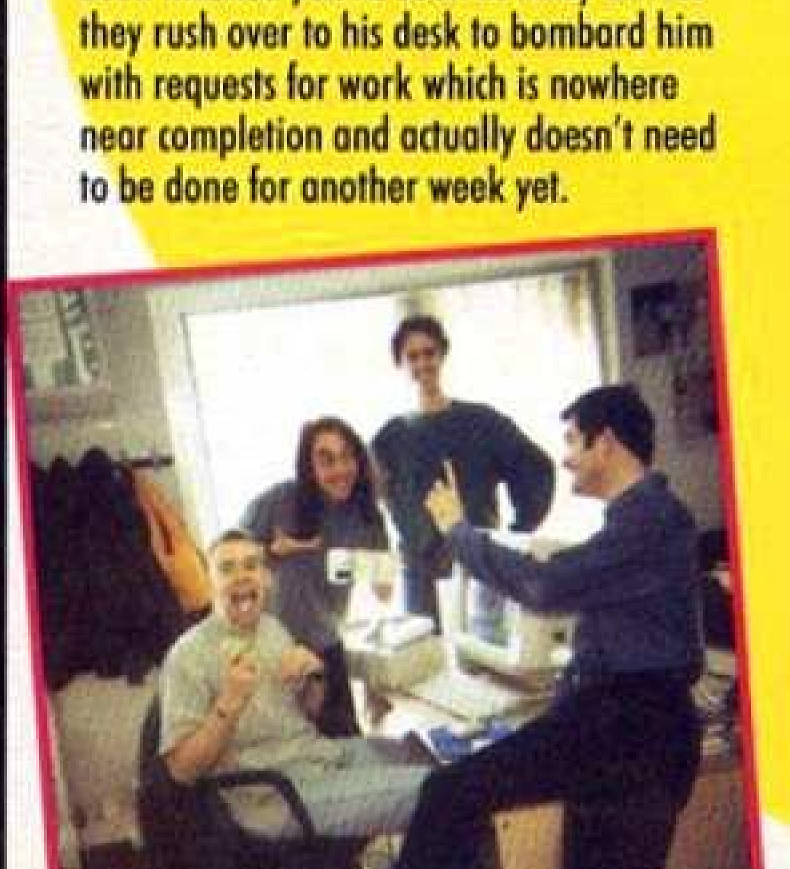
Witness the sadness inherent in this picture. What kind of a child could be reared by a parent so obviously cranially challenged? A child gangster perhaps? Or at the very least a socially inept retard. Well, in fact, that second one wasn't far wrong, because this is actually a photo of our very own Dave Kelsall's pater. Of course, the inherent laughter value of this sort of thing is plain to see, so we'd like YOU, our readers, to send us pictures of your sad parents to laugh at. It doesn't matter why they're sad, just as long as they look really stupid in the photos. There'll be a prize for the saddest pa pa we print, which is probably guaranteed to get you grounded. Send your entries to PLEASE PUT ME UP FOR ADOPTION, NINTENDO MAGAZINE SYSTEM, Priory Court 30-32 Farringdon Lane, London, EC1R 3AU

A DAY IN THE LIFE

- THE INCOMPETENT DESIGN TEAM

Whilst Gary may be the King of Art, there just isn't time in his busy day to lay out all the pages in NMS. And so his task falls upon the trusted shoulders of our design team. These tireless chaps slave away day and night to ensure NMS hits the streets on time and looking chipper. So let's take a peek at their average day and see what makes them tick.

9:15
The team arrive early to check on Andy's flatplan for the issue, just to see what hasn't been finished yet. As soon as Andy arrives they rush over to his desk to bombard him with requests for work which is nowhere near completion and actually doesn't need to be done for another week yet.



10 O' CLOCK
Oh dear, the team's expensive Macintosh computers have all packed up. It might look like they've just been turned off, but everyone is sure the designers know best about these things. Oh well, they'd better have a cup of coffee while they wait for the computers to start working again.

11 O' CLOCK
Phew! 11 O'clock already! It's time for Fraser to draw a funny cartoon to pin up on the calendar. And then have to explain it to everyone. But of course, the whole team sees the funny side in the end. Ho ho.

12 O' CLOCK
Dave is happy today - it's his turn to go up and complain to everyone how there's not enough copy written for the next issue, and then moan on and on endlessly about deadlines, schedules and fictional hours he's put in. This is one of the designers' few joys in their lives, and a rota is carefully kept.

1 O' CLOCK
It's lunchtime, so the designers retire to the Art Cafe around the corner to discuss how much better they could write the mag as well as design it better and the rest of the team are a bunch of skivers and one day they will show everyone so there.

2 O' CLOCK
Gnnh! The rest of the crew are running for cover - it's about this time that the designers have a big barney about whether it's better to use Freehand, Illustrator, Quark Express or Mario Paint to design the latest review heading. Tempers fray, software manuals and keyboards fly all over the place.

3 O' CLOCK
Oh deary my, those Macs have broken down again! Just as Tom lifts his head furtively from the mains switches, the rest of the design crew suggest an emergency design meeting in the pub - of course, such true artistes require plenty of breathing space and atmosphere to think properly.

4.30
"I used to design hot air balloons, you know." Ah, that'll be the designers arriving back now. "Yes, I used to rub shoulders with the stars on Top Teen Hits Mag." Perhaps Fraser can regale us all with the story of how he met Michaela Strachan again. Tom wisely keeps his pre-NMS exploits to himself, "Has anyone heard my band?" is all he'll give away. "We're dead good, honest."

5 O' CLOCK
After all the slog of the day, the designers, with their delicate artistic tempera-

IAL

ments, start to lose their concentration a bit. Dave keeps 'phoning up everyone on the floor, saying stupid things and then hanging up, giggling, whilst Tom looks through magazines for bizarre pictures of old people and fish to stick up in the toilet. For some strange reason, Tom's activity never ceases to get Fraser all excited. For his own amusement, Fraser just repeatedly approaches the writers, asking them to cut a couple of lines of text here and there before severing three-quarters of every fax box without telling anyone. And then reprinting two of them about four times.

6 O'CLOCK

Their hour of well-deserved playtime over, the designers buckle down for some more serious work until God only knows what hour of the night. Of course, first they all have to go home to change and get something to eat, to return only when all the rest of the shameful slackers have gone home. Although it's always funny how they stay so late and the office is locked up at seven.

Obviously, the life of an artist is never easy. With so many compromises to their artistic integrity being made (ie having to put all the text in the reviews and not just fill it up with pictures), the rather cool temperament of our design team is perfectly understandable - so pip pip to those plucky lads in Crayon Corner!

NINTENDO PEOPLE SYSTEM

JULIAN "SKIDS ROW" RIGNALL

"I went for a nice long drive in Chicago once," recalls Our Glorious Leader. "On my return I could see the city centre from miles away, so I just headed straight for it. Unfortunately my route took me through the seediest ghetto in the world, with gun-toting crack peddlers and, er, ladies of the night on every corner. I honestly thought I was going to die." Jaz has now had the rest of the upholstery in his car dyed brown to match.

CURRENT FAVE GAMES: NIGEL MANSELL F1 CHALLENGE, STREETFIGHTER 2

TIM "STRANGER DANGER" BOONE

"Like Steve, my cousins were to blame for my worst disorientating experience. They took me and my brother to this field on the other side of town to play - and ran off. We spent hours wandering round the town trying to find the right house, until a nice man in a dishevelled raincoat offered a lift home, after a detour to see his puppies. Sadly, my auntie turned up at this point, and I never did get to see them." closes our illustrious editor wistfully.

CURRENT FAVE GAMES: ZELDA (GB), MARIO 5

STEVE "HI-DE-HAIEEEE" MERRETT

"When I was a nipper, my family took me to Butlins for the day with my uncle and my cousins. Home time came and I didn't want to go, so my cousins said I could go back with them later. When we finally left they decided to take the "scenic route", when I asked them why they said "We're going to take you to that big old house and burn you to death and leave you for the rats".

Needless to say I got dead scared and legged it. When my dad found my cousins he gave them the thrashing of their lives! Tee Ho! Mind you, apparently my cousin Terry's out of chokey now and he's looking for me." adds Steve from his asbestos security bunker.

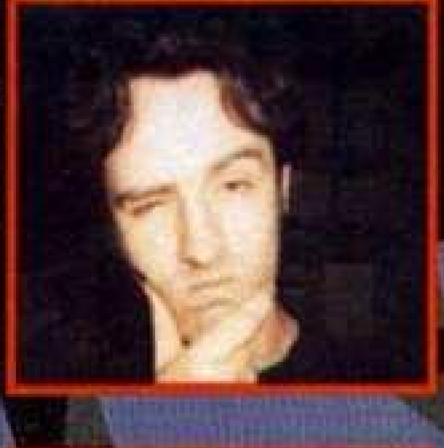
CURRENT FAVE GAMES:EXCUSEMAKER PLUS, SUPER GIRLY PICNIC

GARY "ICKLE FWUFFY SMOOCHUMS" HARROD

Gary's unerring sense of direction has never failed him in his life, except that now he's lost in love with his gorgeous pouting girly Angela (right, that's a tenner you owe me, Harrod).

CURRENT FAVE GAMES:DRAWING LITTLE LOVE HEARTS OVER EVERYTHING 2 - REVENGE OF THE NAUSEA

ANDY "I KNOW MY FIRST NAME IS ANDY" MCVITTIE



"I used to hang out with some junior hippies when I was younger," says Andy revealingly "And one day their dad took us out into the countryside in his flower-daubed van. When we arrived at our destination - a field in the middle of nowhere - he just said "OK kids, like, you can find your own way, back, right? Yeah, like, wow." and drove off. One day maybe I'll find my way back to that old house, you know." sniffs Andy.

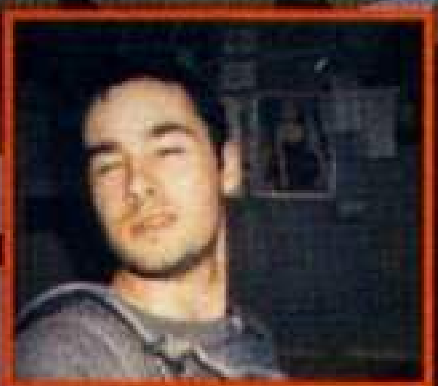
CURRENT FAVE GAMES:MANSELL'S, TINY TOONS, KIRBY, KID DRACULA, IREM SKINS GAME

RADION "SLOPPY BOG" AUTOMATIC

We were having a bit of a party in a mate's field once, and decided it'd be a jape to have a look around a nearby wood. Sadly, we were all a bit disorientated by the, er, darkness and that, and one of our number wandered into a bog. It took us a while to realise that he was in fact sinking and we'd better pull him out. Mind you because it was, ahem, so dark, he'd sunk up to his waist before we rescued him. Then, once we thought we'd found our way out we also managed to find a nice six foot drop onto some nettles! Skrikes!"

CURRENT FAVE GAMES:KIRBY, TINY TOONS, ALIEN 3, KIRBY AGAIN

ANGUS "I'LL GET YOU BUTLER" SWAN



"I'd just started on NMS, and so I didn't know my way around London," commences our Caledonian correspondent. "Anyway, there was a big security alert and I couldn't get the tube home, so I had to take the bus. Sadly, I didn't have a clue what I was doing, and I ended up about four miles from where I lived. Luckily, I caught the right bus from there - but going in the wrong direction! At the end of the line I realised my mistake, but it took me years to walk back, I'd got on a Greyhound and gone all the way up to Liverpool! Skrelps!"

CURRENT FAVE GAMES:NIGEL MANSELL, STARWING

PAUL "DEEP" DAVIES

When asked about the most lostest he's ever been, Paul's eyes glazed mysteriously and he replied "When I was at school, I was really hyped up for my artistic endeavours, but then I failed to get into art college I thought my prospective career was over. Still, I took a job as a care assistant, and realised there's more to life than money, fame and money. That's when I realised how lost I'd previously been." Paul would like a girlfriend.

CURRENT FAVE GAMES:KIRBY, STARWING, MANSELL'S, POP 'N' TWINBEE

DAVE "CONFUSED" KELSALL

"I drove over to Manchester in my new car once, and parked in a big multi-storey affair," gurns Dave. "Anyway, it was time for me to get back, and I suddenly realised I couldn't remember where my car was. I asked this pi...er, policeman, and he drove me all round Manchester to see if any of the car parks jogged my memory. At just about the last one in the city, I recognised the place. It turned out I'd parked under the G-MEX, the absolutely huge and easily identifiable shopping centre. Not surprisingly I was promptly charged with wasting police time."

CURRENT FAVE GAMES:MAC TRAINING, ADDAMS FAMILY (ha ha).

TOM "???" COX

Erm, actually, there's a point. Has anyone seen Tom this week? I think his tale obviously recounts itself.

CURRENT FAVE GAMES:ALIEN 3, KIRBY

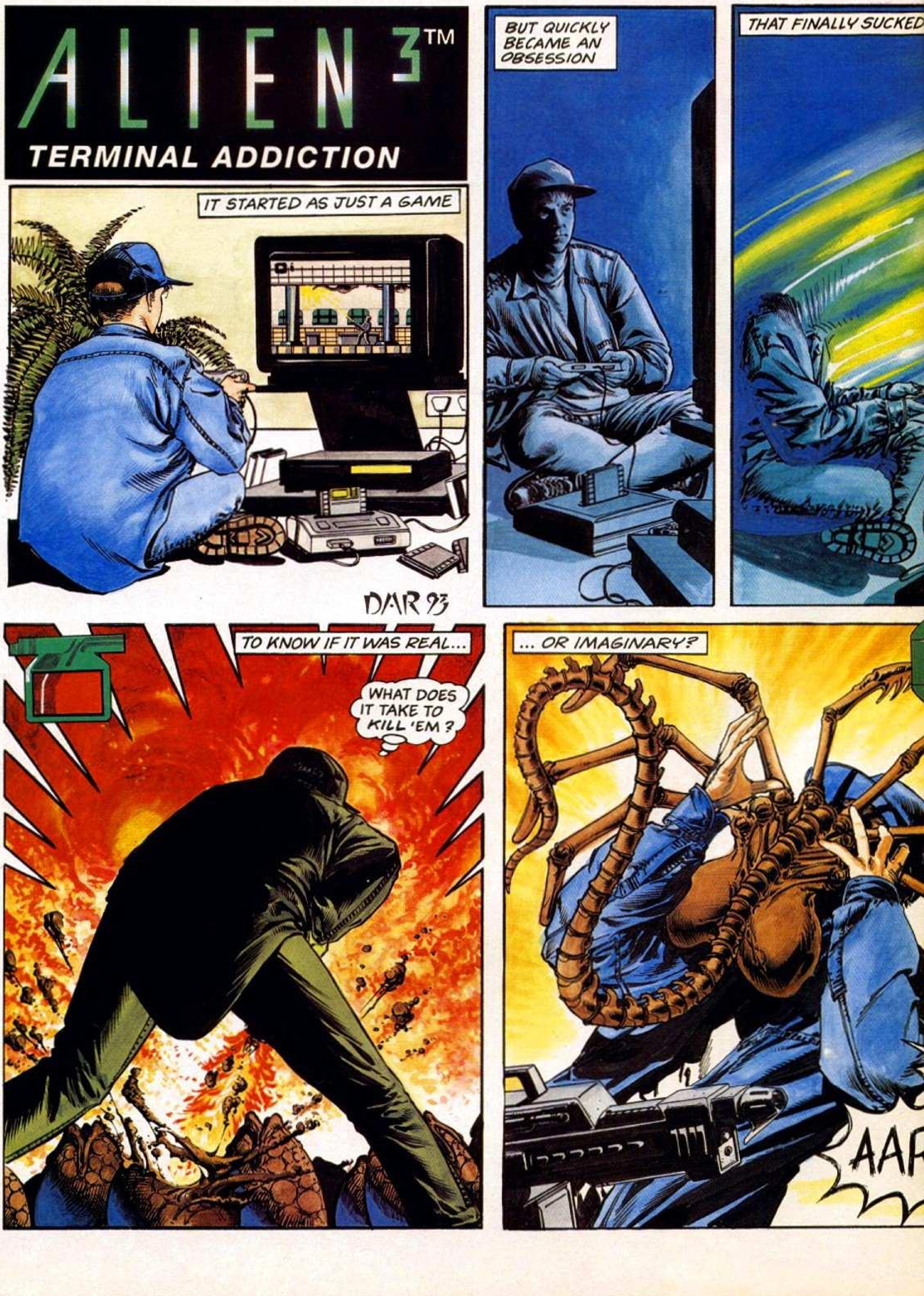
FRASER "TANTRUM" GRAY

Although, like Gary, I've carried a compass and sextant about my person since an early age for navigation purposes and as such never lost my way, I did lose my temper once." reflects our designer guiltily. "I was just pointing out to someone that they were incorrectly attired for Frengsmorgnensday Morning - an old pagan half-holiday, when they simply said "Push off Fraser, you are bothering me." Some people are so uncouth. Well, I gave him a piece of my mind I can tell you." Funny, Fraser, we didn't think you had enough to spare.

CURRENT FAVE GAMES:ALIEN 3, STARWING

ALIEN 3™

TERMINAL ADDICTION


IT STARTED AS JUST A GAME
BUT QUICKLY BECAME AN OBSESSION
THAT FINALLY SUCKED
DAR 93
TO KNOW IF IT WAS REAL...
WHAT DOES IT TAKE TO KILL 'EM?
... OR IMAGINARY?
AAR

IN!
AND THE MORE HE PLAYED...
THIS SECRET PASSAGEWAY IS CRAWLING WITH ALIENS!
97
I'VE USED THE MOTION SENSOR, GRENADE LAUNCHER AND FLAME THROWER.
53
THE HARDER IT BECAME.
OR TERMINAL ADDICTION!!!
PHEW
HH!
ALIEN 3™– IT'S MORE THAN JUST A GAME.
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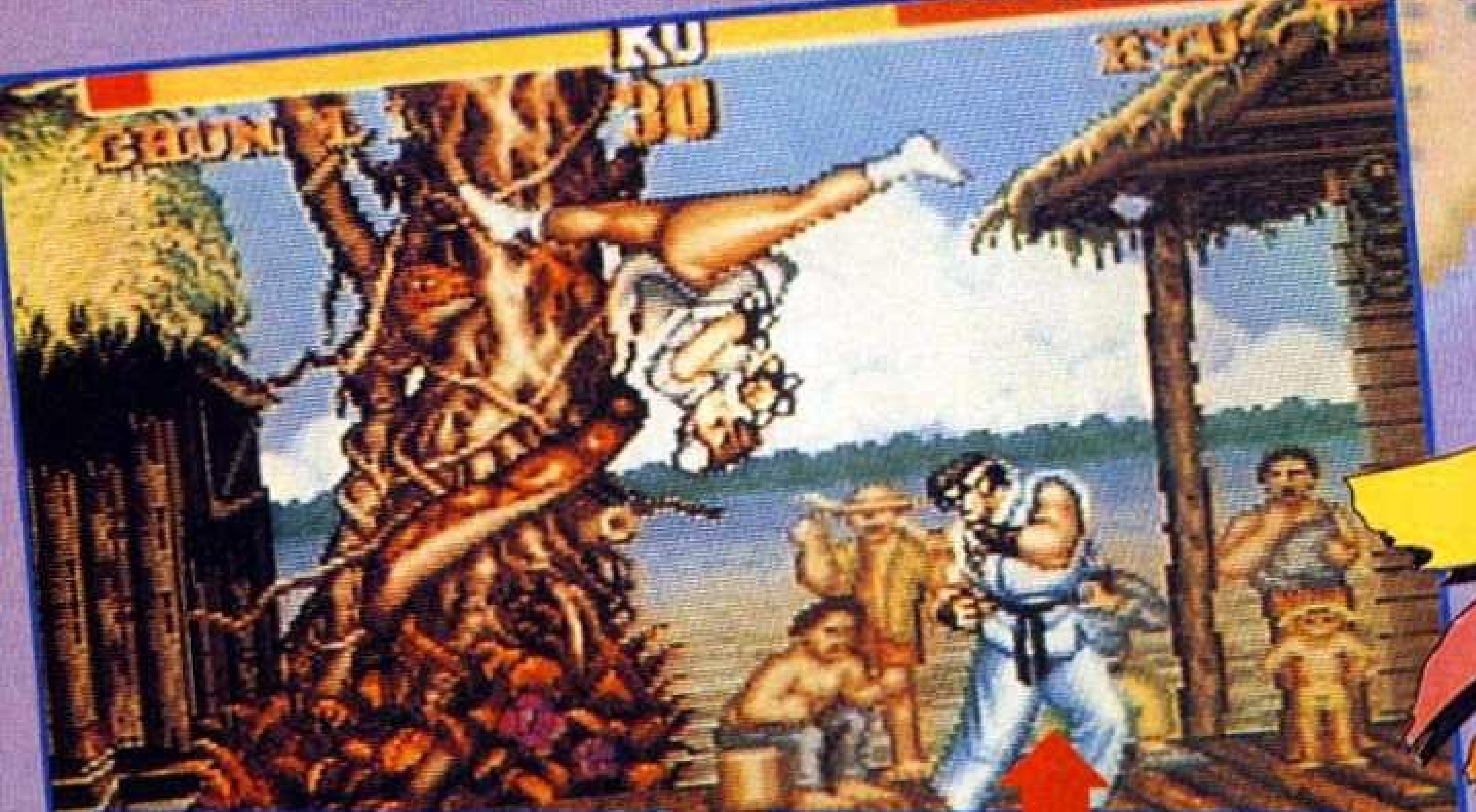
TURBO STREETFIGHTER SUPER NES SHOCK!



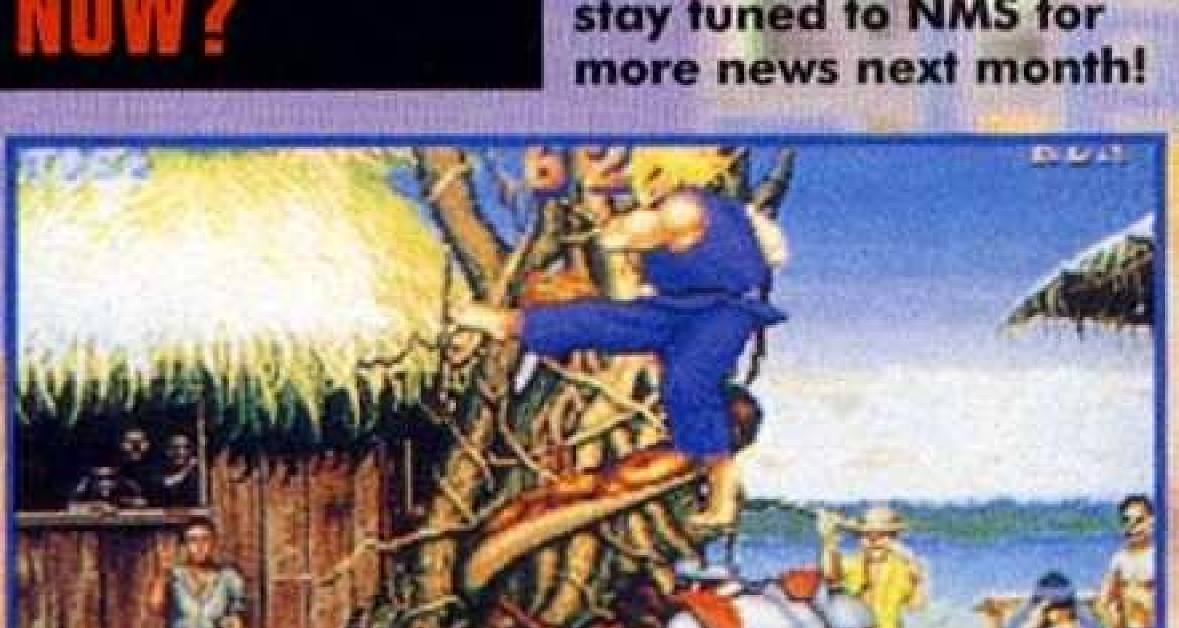
Forget the Championship Edition! In what could easily be the hottest addition to your games library, Nintendo have confirmed that Street Fighter II: Hyper Fighting is currently being developed for the Super NES! For anyone who has had their head stuffed up their bum for the last six months, Hyper Fighting is surely the ultimate Street Fighter challenge yet! Combining everything good about the original game and the Championship Edition, Hyper Fighting also adds a series of new special moves to each character's abilities - and a bucketload of extra SPEED as well! Dhalsim has the miraculous ability to disappear, the rubber-legged Chun-Li has now added Ryu's fireballs to her inventory, whilst Ken and Ryu have also been tweaked, with larger Dragon punches added to their list of moves.

Similarly, for anyone who has ever wanted to control the final four bosses of the first game, Hyper Fighting offers complete control over Bison, Sagat and Co - at last! The conversion is well under way, and rest assured, NMS is going to be there FIRST for what must be THE most exciting game of the year! Details on price and release date have not yet been revealed, so stay tuned to NMS for more news next month!

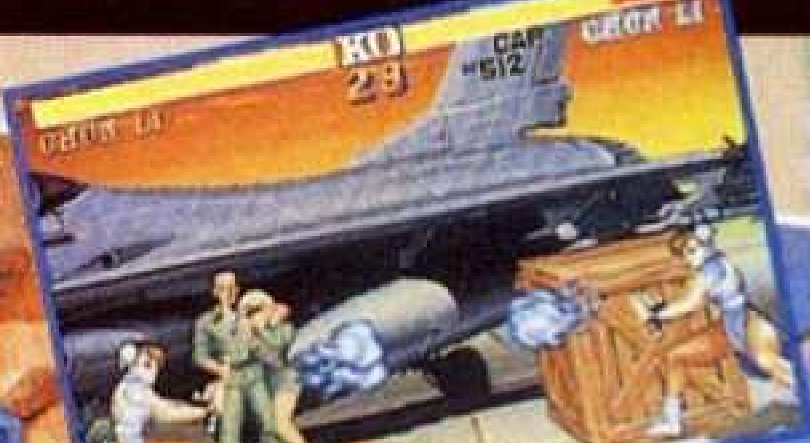
WHO NEEDS CHAMPION EDITION NOW?

NEWS DATA

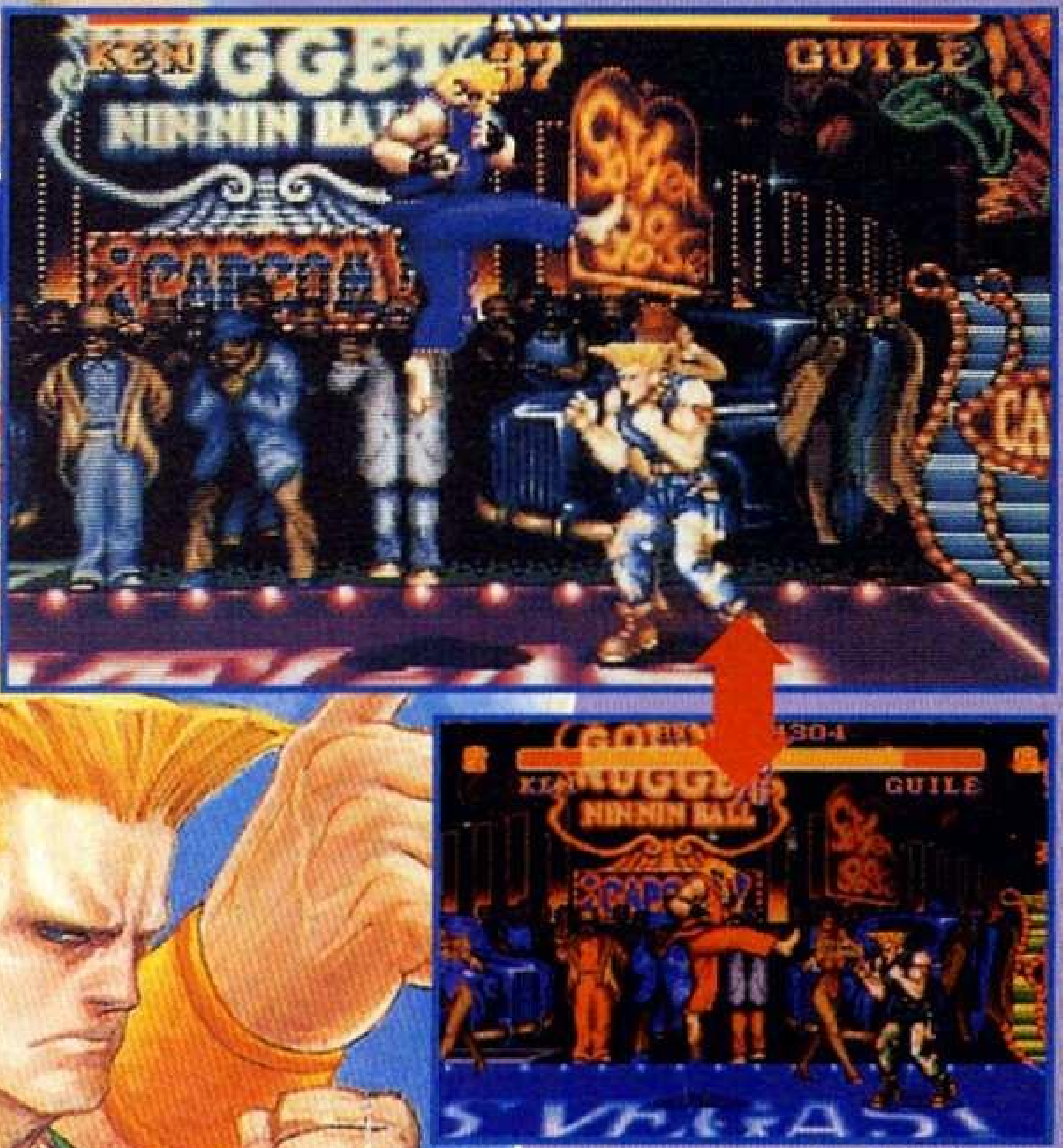
- NEW GAME
- CAPCOM
- SUPER NINTENDO



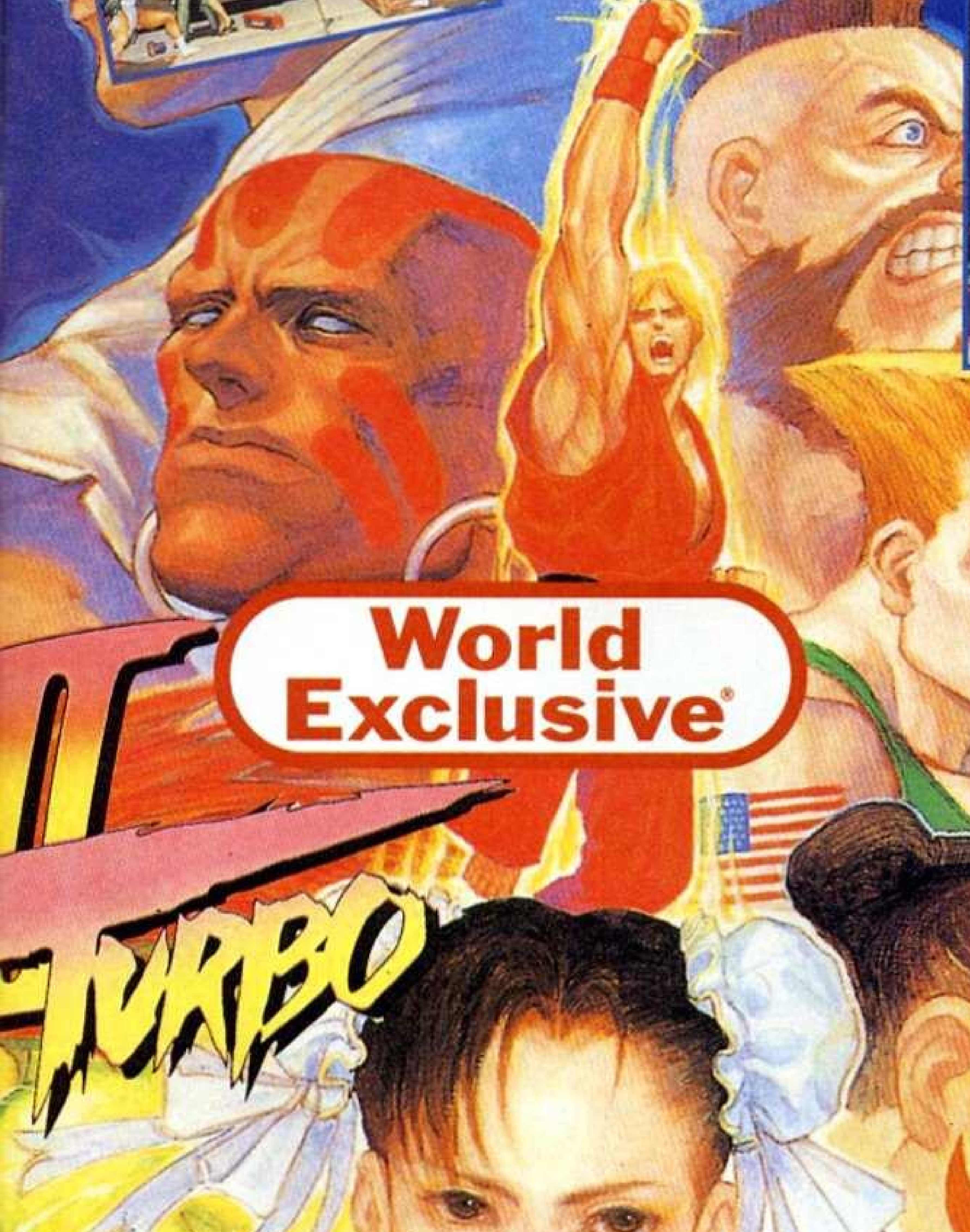
▲ The action is now faster and the characters have new movew which include Ken's Air Hurriccane!



▲ Chun Li and her sister exchange thier newly mastered Chi fire balls.

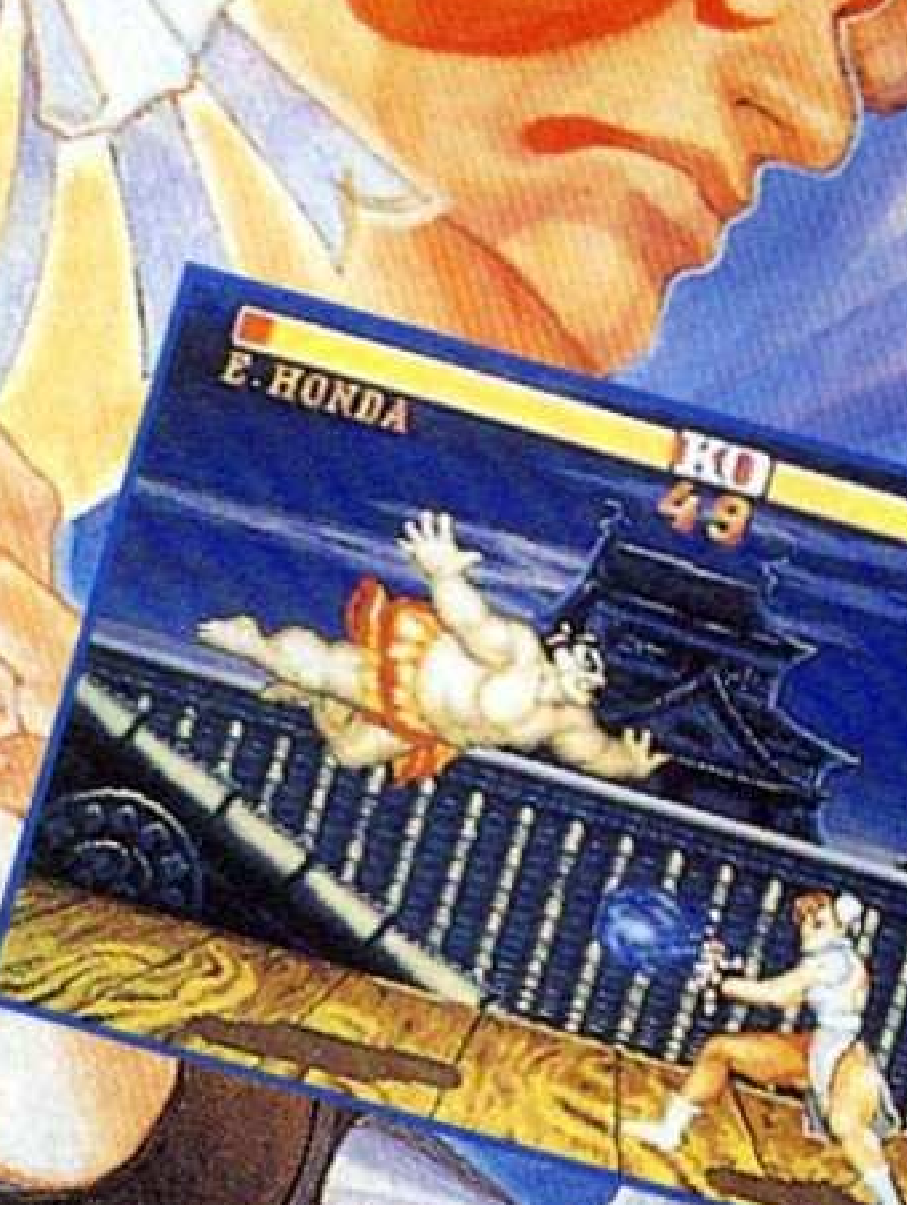


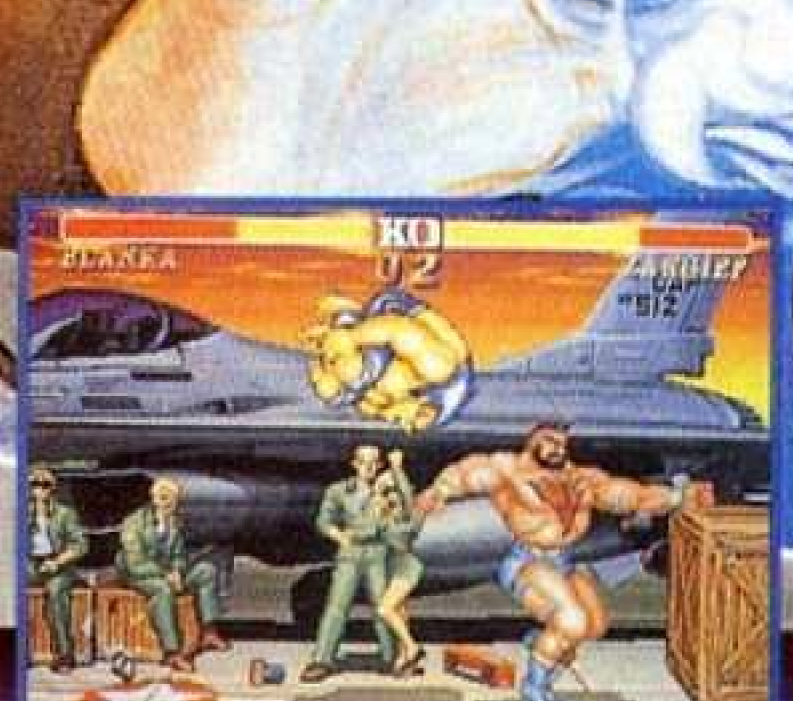
▲ Shown at the top of this pair of shots is the all-new, improved Turbo edition, and below it is the original Super NES game for comparison. Note the new colours and improved moves. Oik!



GET A LOAD OF THIS!

First things first, Street Fighter Turbo allows you to choose from ALL TWELVE characters (that means bosses as well) and they've all been tweaked up to look and feel the part. Graphically the fighters have been given a revamp, with some new colour schemes and harder images. Backdrops have had a bit of a revamp too, with new colour schemes and slightly smoother scrolling on the arcade machine. More importantly, though, the coin-op has made all the characters more equal in terms of strength and power. All the whiffy characters like Honda and Balrog have been beefed up, both in terms of the moves they can pull off and the damage they can inflict. The only characters who really loses out is Guile - no longer will sad lads become really good with him and then prove unbeatable against everybody else!

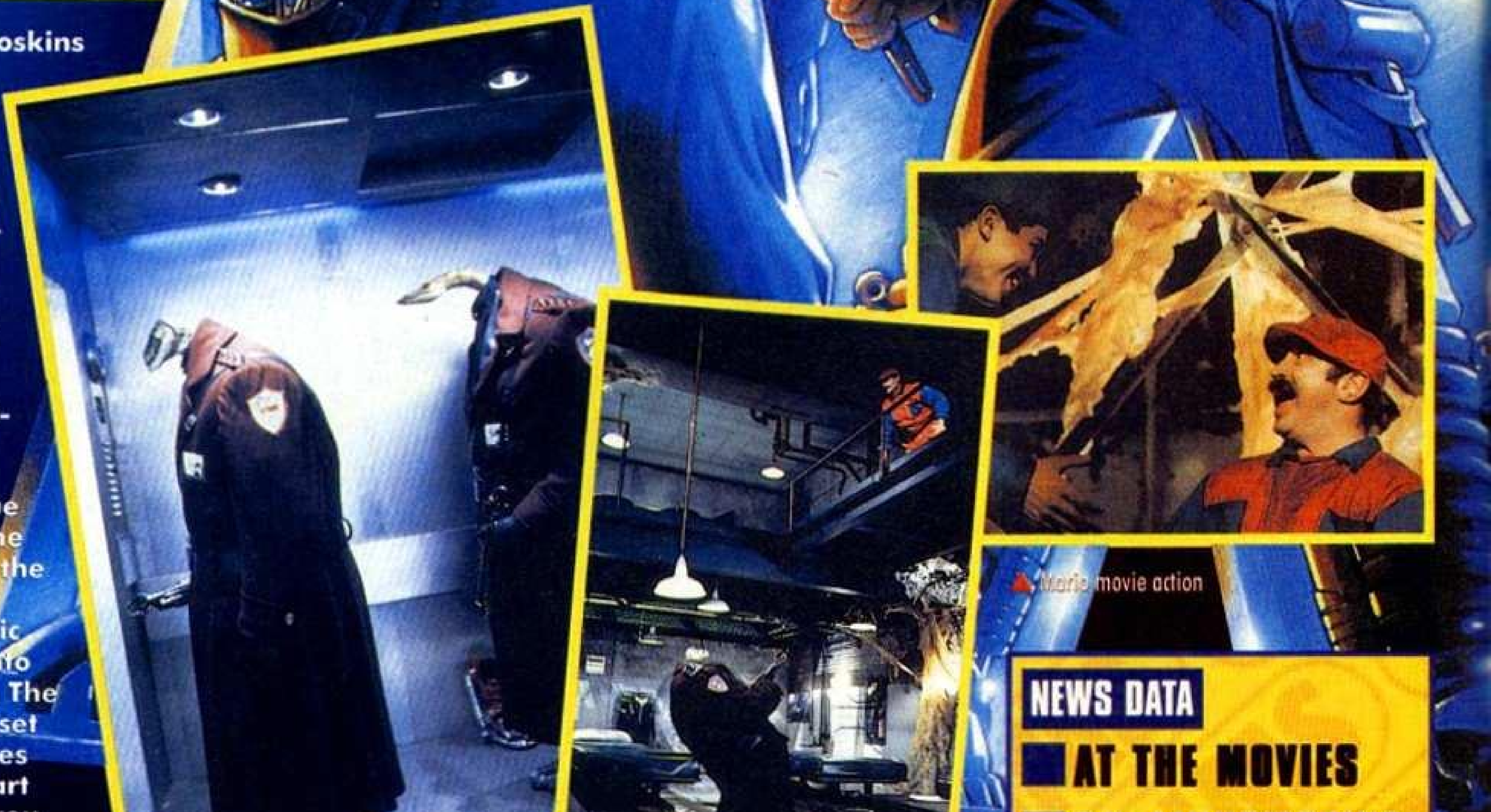




SUPER MARIO BROS.

After months of secrecy, NMS has managed to lay its hands on the first stills taken from the forthcoming Super Mario Bros film. Starring Bob Hoskins and Dennis Hopper as Mario and Bowser respectively, the film is a slam-bang mix of car chases and fight scenes - with the producers claiming that Mario fans will be able to recognise key in-game scenes immediately!

The plot of the film follows Mario and Luigi as they are pulled into Bowser's domain to rescue the fair Princess Daisy. The two are soon pursued by the oddest-looking Koopa Troopers until the dynamic duo eventually make it into Bowser's towering castle. The film's release date looks set for June, so keep your eyes peeled for the rather smart trailer at a cinema near you very soon!



▲ Mario movie action

▲ Mario movie action

NEWS DATA

- AT THE MOVIES
- BY: LIGHTMOTIVE
- RELEASE: JUNE

EXCELLENT!

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GAME GENIE™

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UNDER SIEGE

SEAGAL JOINS TEKMAGIC

▲ Steven Seagal in action in his latest blockbuster Under Siege!

As Tekmagic prepare to move into the Nintendo market, one of their biggest signings involves star of 'Under Siege', Steven Seagal. Tekmagic aim to produce a series of games revolving around the actor in a series of action scenarios. NMS has seen a very early demo of the game but the final game details are currently being confirmed. In addition, Tekmagic's coders are also busy digitising loads of specially-commissioned scenes of the actor in action for inclusion in the game. With Gary Harrod rating Mr Seagal up amongst the gods (well, alongside his other faves, Arnie and Jean-Claude Van Damme), expect to see unfeasible amounts of coverage regarding the game within the next few months. The games are scheduled for release on the Super NES, NES and Game Boy, although don't expect the digitised scenes in the latter two formats!

NEWS DATA

- NEW GAME
- BY: TEKMAGIC
- ALL FORMATS

STREET FIGHTER II

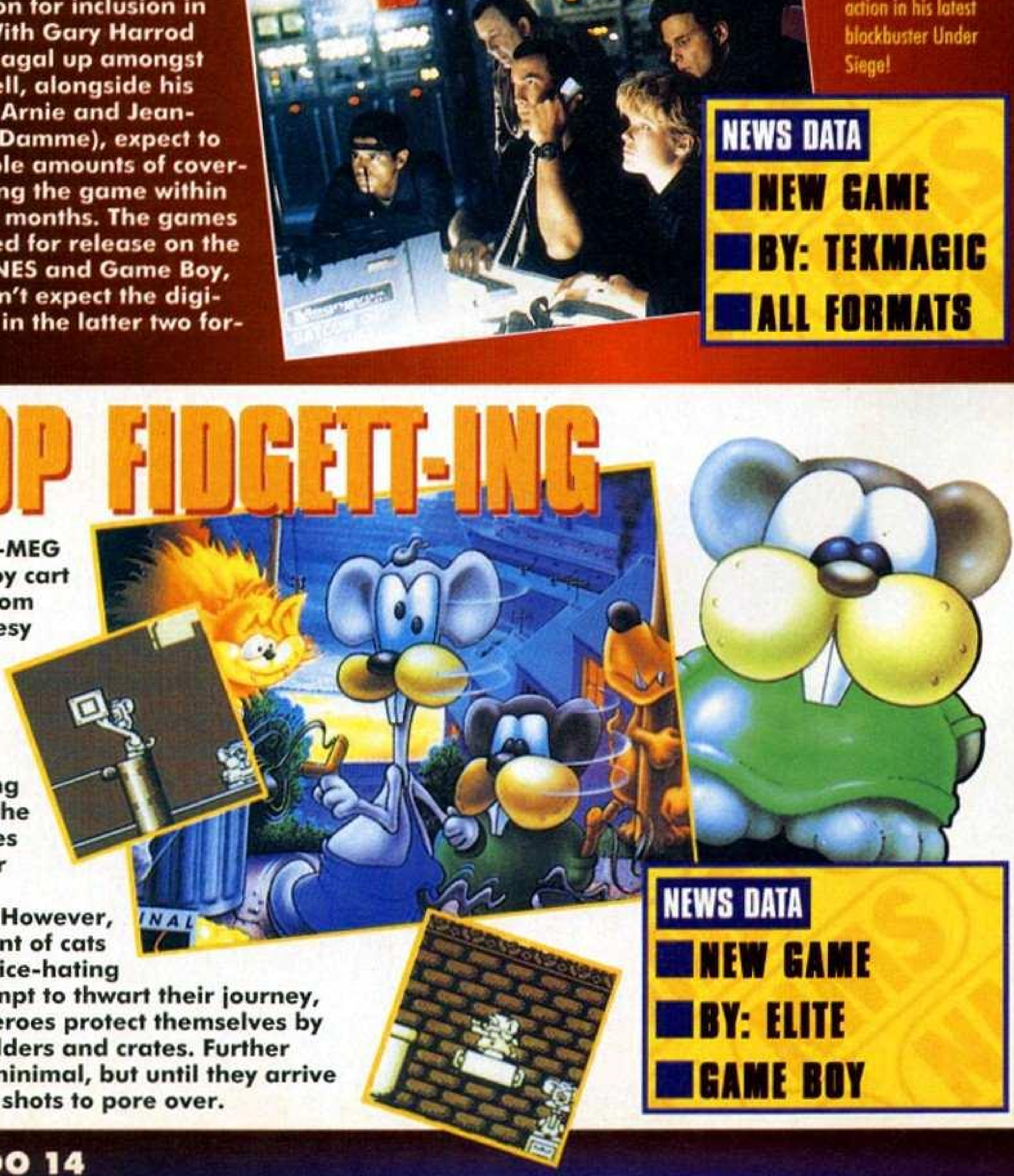
THE CUDDLY TOYS!

These must rate as the daftest SF2 goodies yet. If these cuddly toys are to be believed, Guile and Chun-Li aren't half as hard as they'd like to think as they're made of felt! Yes indeed, felt replicas of all your favourite SF2 characters are now available in Japan. And if this wasn't enough, Megaman and his many associates are also available! They've just been released overseas and also double up as prizes in those 'Crane Grab' things where you are given mere seconds in shich to use a rickety metal claw to grab toys and whisk them to a distant corner exit before your fifty pence worth of time runs out. Expect the toys to filter over here real soon.

NEWS DATA

- TOYS
- BY: CAPCOM
- OUT SOON!

STOP FIDGETT-ING



Another 2-MEG Game Boy cart on its way from Elite is a cutesy platformer called The Fidgetts. The Fidgetts is a large-scale scrolling game, with the mouse heroes making their way to each stage's exit. However, an assortment of cats and other mice-hating nasties attempt to thwart their journey, whilst our heroes protect themselves by lobbing boulders and crates. Further details are minimal, but until they arrive here's some shots to pore over.

NEWS DATA

- NEW GAME
- BY: ELITE
- GAME BOY

PLAY STARWING AT COMET.
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Get your armchair fixed with safety belts.

'Starwing'. The most awesome console game ever is to be launched at Comet on 5th June at just £49.99.

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COMET

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A themed area where you can play before you pay.

As if 'Starwing' wasn't reason enough to visit Comet, the voucher above will get you 10% off any games software, plus we'll throw in a real discount card valid until 31.8.94.

'Starwing' at Comet. The future is here.

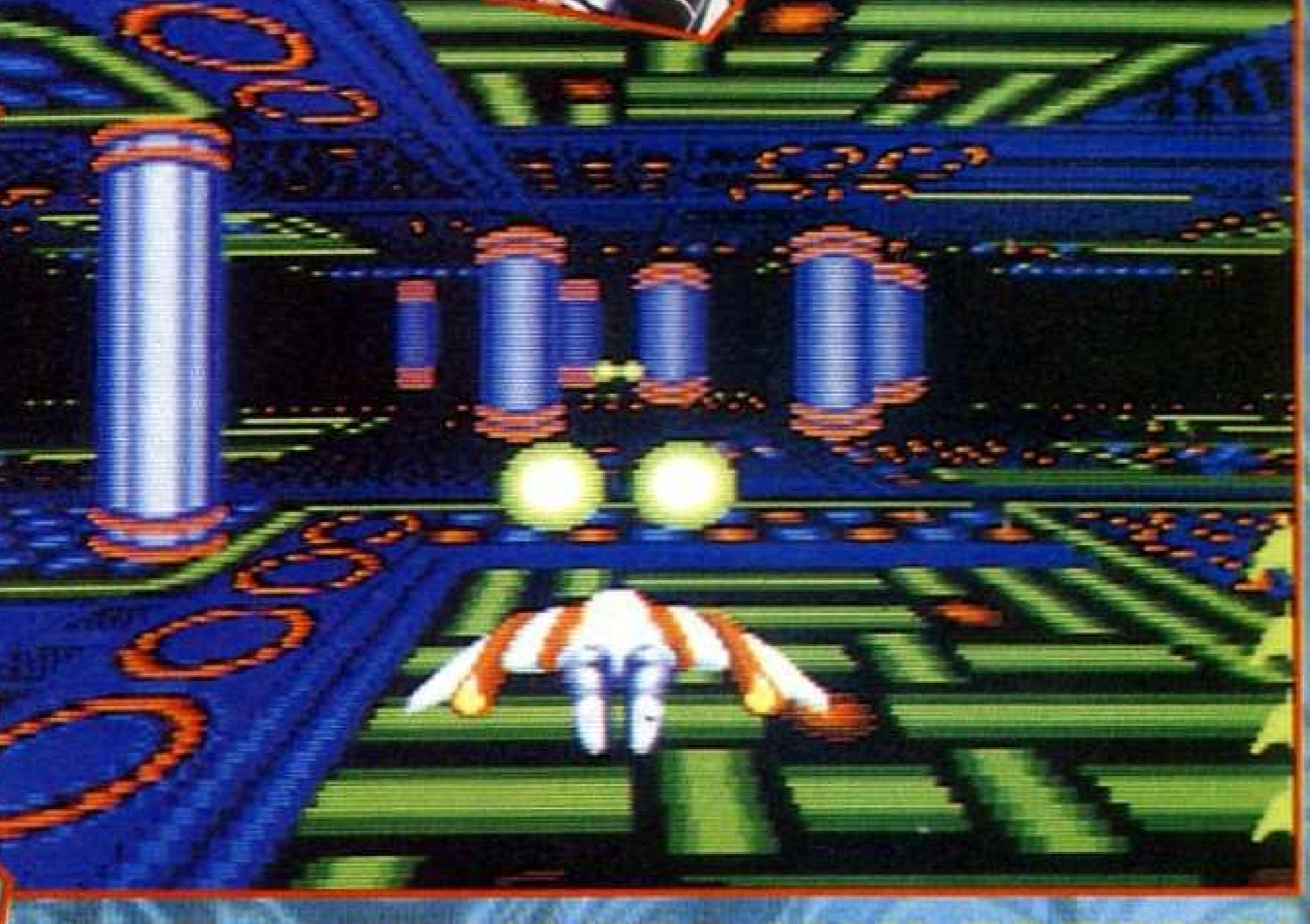
COMET

YOU KNOW WHERE TO COME.

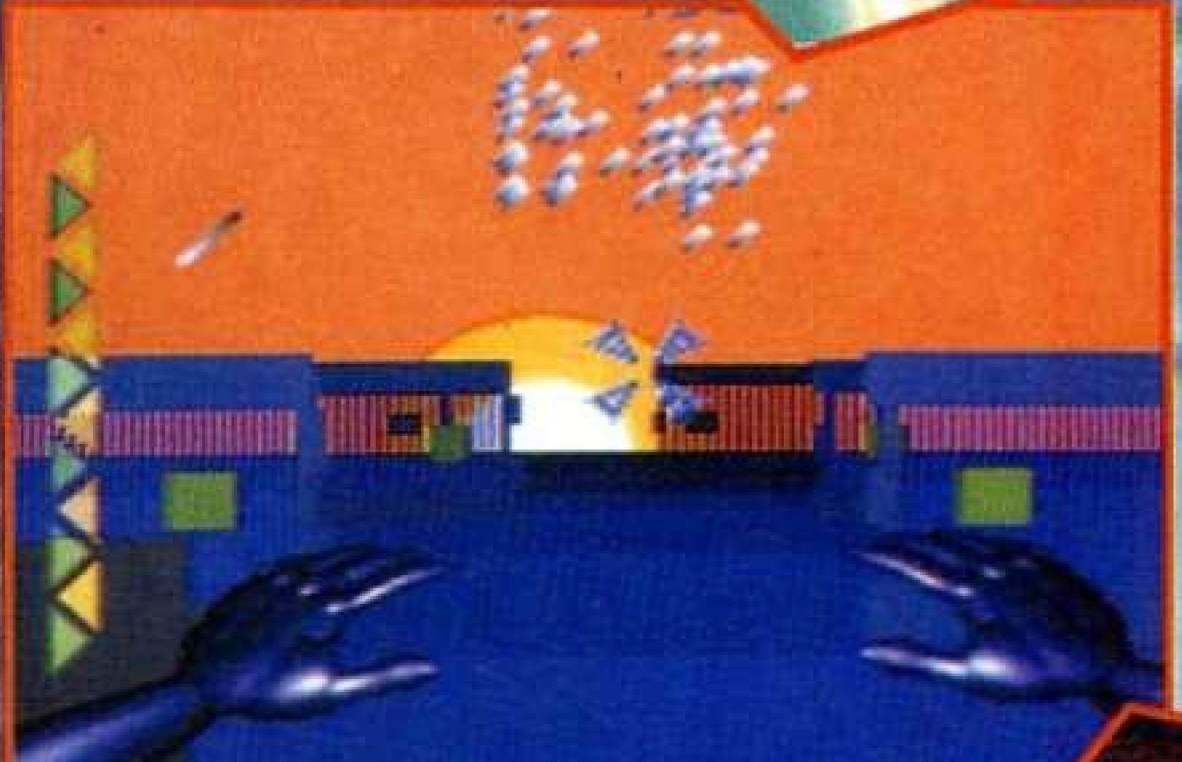
JOBE'S BACK

Several months after announcing they had the rights for the forthcoming Lawnmower Man II film, Storm have released the first shots of the game. A 4-MEG cart, the game starts out as a horizontally-scrolling before progressing to a 3D blaster set within a polygon-based world and an eventual Mode 7 showdown with Jobe within the virtual network.

This last section was particularly impressive, with Jobe breaking up into smaller component parts and reforming as the player blasts away at him. Storm are also developing a Game Boy version, although the Mode 7 area is being reworked to suit the Game Boy. NES owners won't be able to join in the fun as Storm aren't converting the game to that format. Doh!



Lawn action



NEWS DATA
- NEW GAME
- BY: STORM
- SUPER NINTENDO

WIN! LAWNMOWER MAN GOODIES!

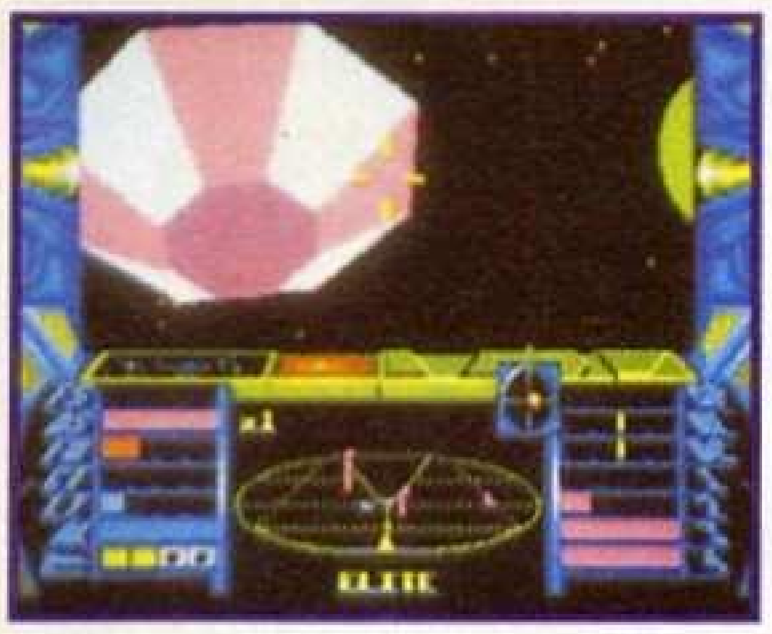
Wahay! With Storm's Lawnmower Man II game well on the way, we've teamed up with distribution company, First Independent, to give you the chance to win a load of Lawnmower Man goodies. The film stars Pierce Brosnan as Doctor Angelo, a scientist whose experiments with Virtual Reality have helped mentally augment a slow-witted gardener called Jobe. However, Jobe learns at a fantastic rate and his newfound skills make him a deadly foe whose knowledge soon outstrips that of Angelo. The film then follows their battle of wits to a climatic fight within a powerful mainframe. The film is available to buy on May 17 in both widescreen and normal formats for £12.99, but First independent have got ten copies on offer. In addition, the main prize in this brilliant competition is an ultra-smart Lawnmower Man crew jacket, and five more winners will receive long-sleeved Lawnmower Man T-shirts. So, what do you have to do to get your hands on one of these VR-related objects? Simple, just answer the following question:

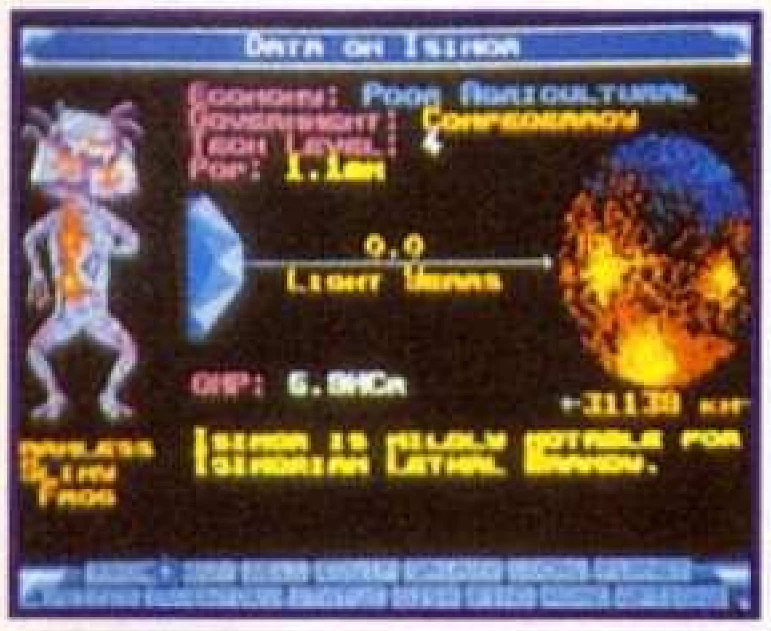
Lawnmower Man star, Pierce Brosnan, was the star of which awful US series?

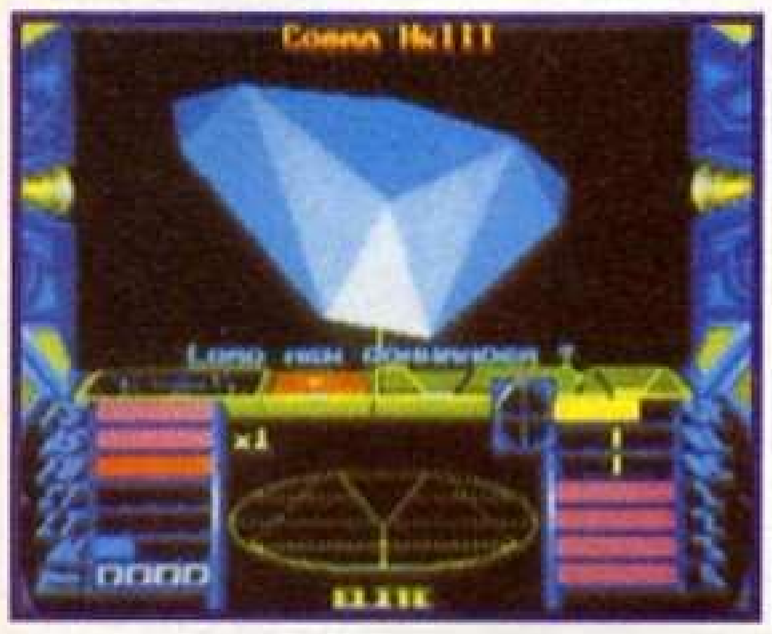
A. ***Remington Steele***
B. ***Wilkinson Swords***
C. ***Sheffield Knives***

Once you've answered that poser, put the answer on the back of a postcard or sealed envelope along with your address and preferred prize (please state whether you want a widescreen or normal video) and send it in to: **GET OUT THERE AND CUT THAT GRASS COMPO, NMS, Priory Court, 30-32 Farringdon Road, London, EC1 3AU.** Entries must be in by the June 20, or we'll, just throw them away like we do with everything Selwyn Broadhurst from Kent sees fit to send in...

ULTRA ELITE







Super NES owners will soon be able to savour the intergalactic delights of Elite - in what could quite possibly be THE ultimate version ever! Coded by newcomers Hybrid, Super NES Elite is a simply stunning affair which uses theSFX chip giving a fast-moving and totally believable playing environment creating the closest thing to a 'proper' space opera yet. NMS has had a very sneak peek at the game, and the combination of Mode 7 jiggery-pokery and detailed planets makes this an absolute blinder to look at. In addition, the original gameplay has survived the conversion intact. News on who is set to release Elite has yet to be announced, but as soon as this and a release date have been confirmed, expect a massive preview of this potentially-blinding game.

VIRUS ATTACKS THE SUPER NES

Not content with bringing us Elite for the Super NES, Hybrid have also recently wrapped up a conversion of David Braben's stunning 3D blaster, Virus. Originally known as Zarch in its Archimedes form, Virus is a fast-paced shoot 'em up which views the action from outside the ship so the player can watch as it weaves across the stunningly-detailed play area! Virus requires pixel-perfect precision of control, but once this is mastered the ship handles like a dream.Big things are promised and as the original is a big fave of Tim, Steve and Jaz, let's just say that a lot of breath is currently being bated. Until we have more news, though, take a peek at these exclusive screenshots and work yourselves into a similar state!

NEWS DATA

- **NEW GAMES**
- **BY:ELITE**
- **SUPER NINTENDO**

FAT GEORDIE SIMULATOR

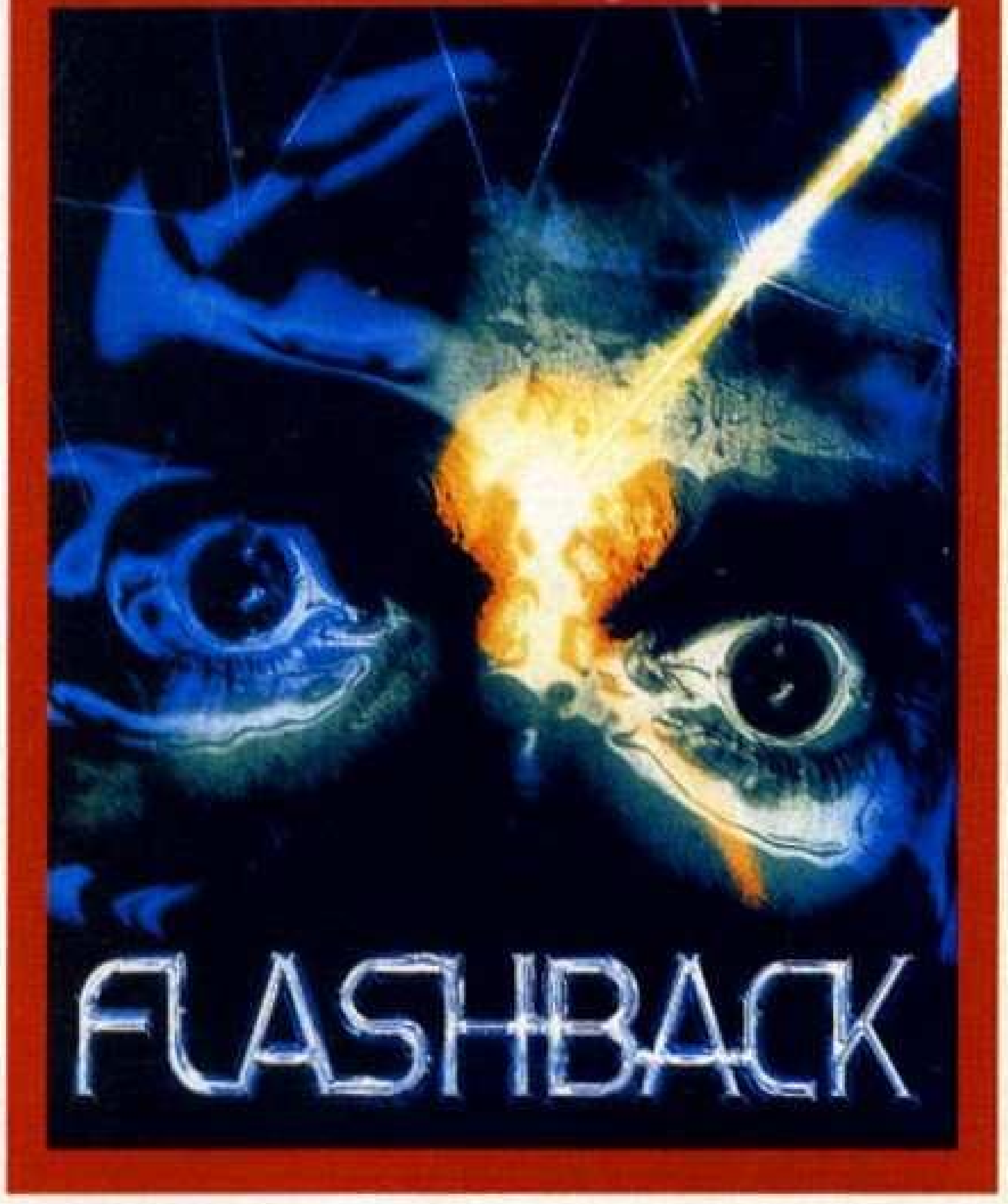
The new footy game Graftgold have been working on has now been given a name and been snapped up in the process. The name's Paul Gascoigne's World Class Soccer and the software company releasing it is Entertainment International. Using a pseudo-3D viewpoint, Gazza's WCS is aiming to go head-to-head with Elite's forthcoming Striker in a real grudge match. All the usual banana shots, fouls and free kicks are being incorporated into the design, and the joypad's four buttons are each used for a separate skill - passing, shooting, or heading, for instance. WCS is pencilled in for a November release.

NEWS DATA

- **IN THE WORKS**
- **BY: GRAFTGOLD**

US GOLD FLASHES ON TO NINTENDO

After years of Sega dedication, rumours reach our ever-alert ears that US Gold, are finally limbering up for their Super NES debut - and their first release is the sequel to Another World, Flashback. Starring scientist Conrad Hart, the game follows Conrad's adventures as he stumbles across a plot to overtake the Earth. Using the same graphical style of Another World, Flashback boasts smoother animation, more playability and a host of linking animations as its story unfolds. The full preview should follow as soon as there's something to see.



THEY CALL HIM FLIPPER

Pinball fans be alert as Storm prepare a conversion of 21st Century's popular Amiga hit, Pinball Dreams. Pinball Dreams offers a choice of four tables. Each table features a variety of flippers and bumpers and it is believed that Storm are also hoping to add a multi-ball feature to the game. There's nothing to see at the moment, but Storm are handling the conversion in-house and are confident they will be able to greatly enhance the original Amiga game.

NEWS DATA

- **NEW GAME**
- **BY: STORM**
- **SUPER NINTENDO**

New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For yo

KONAMI
Schwingen Sie sich in den Axelay-Stratofighter, und setzen Sie Ihre acht tödlichen Waffen ein, um die grausame Armada der Vernichtung in sechs 3D-Leveln voller Wahnsinnsgrafiken zu zerschmettern!
AXELAY
SUPER NINTENDO
ENTERTAINMENT SYSTEM
PAL VERSION
Nintendo

Get into your flame proof combat suit, strap into the cockpit of the AXELAY stratafighter and stand by to launch into six sanity crushing worlds, all occupied by the Armada of Annihilation. Your mission - to seize the Axelay's secret weapons stolen by the evil enemy - but be warned, they're not going to give up easily and the fight of your life is just about to begin.

3 classic gam

The Great Octopus has threatened to destroy Earth. You must help Parodius and his friends in their quest to find and destroy the villainous, scheming squid so that Earth may enjoy life in peace once more.

SUPER PARODIUS

r SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your SUPER NINTENDO New. For your SUPER NIN

es from Konami

The sands of time are against you as you fight your way through 20 perilous levels in your quest to rescue the Princess from the clutches of the evil Grand Vizier Jaffar. Will you be successful and claim the royal residency before the hourglass is empty?

SUPER NINTENDO
ENTERTAINMENT SYSTEM

ORIGINAL GAME LINK GAME PAK

ORIGINAL GAME BOY GAME PAK

Original Nintendo Seal of Quality

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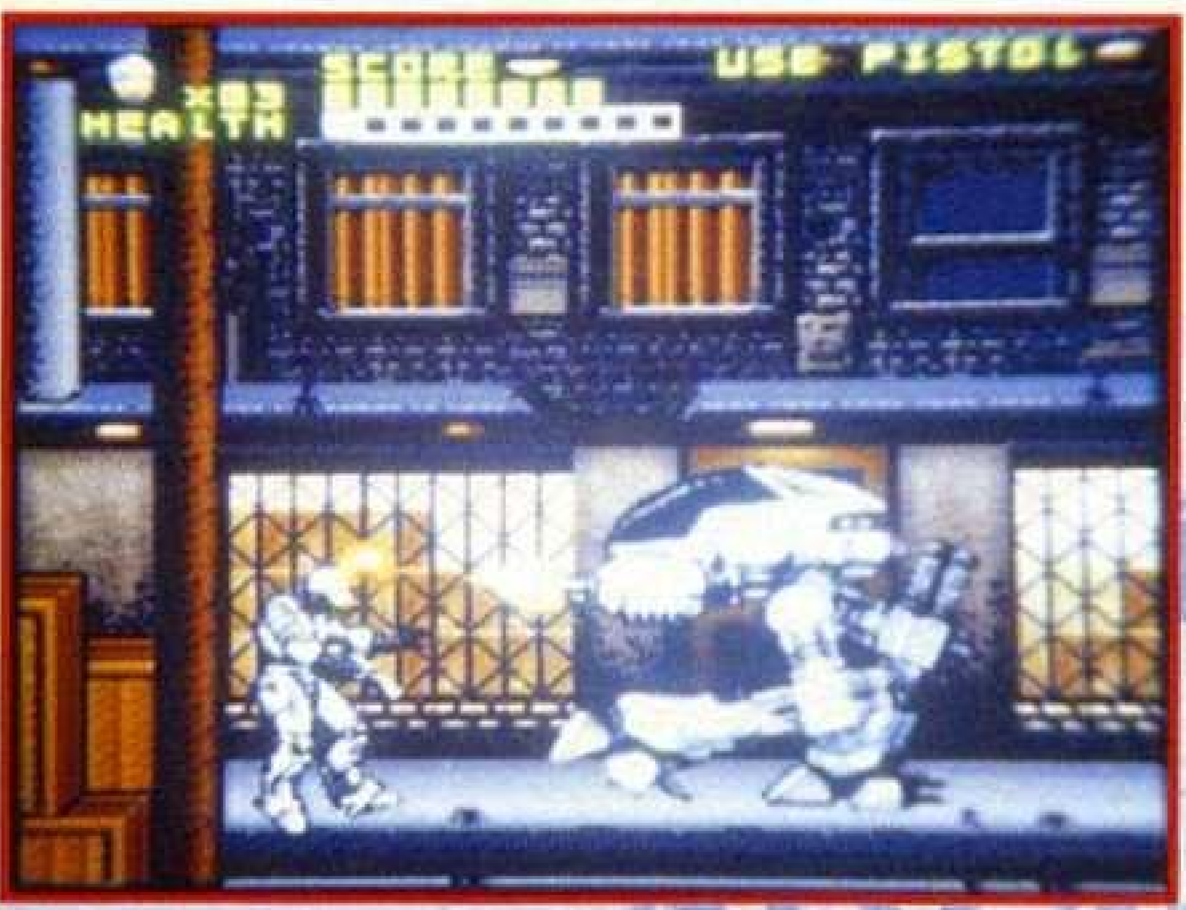
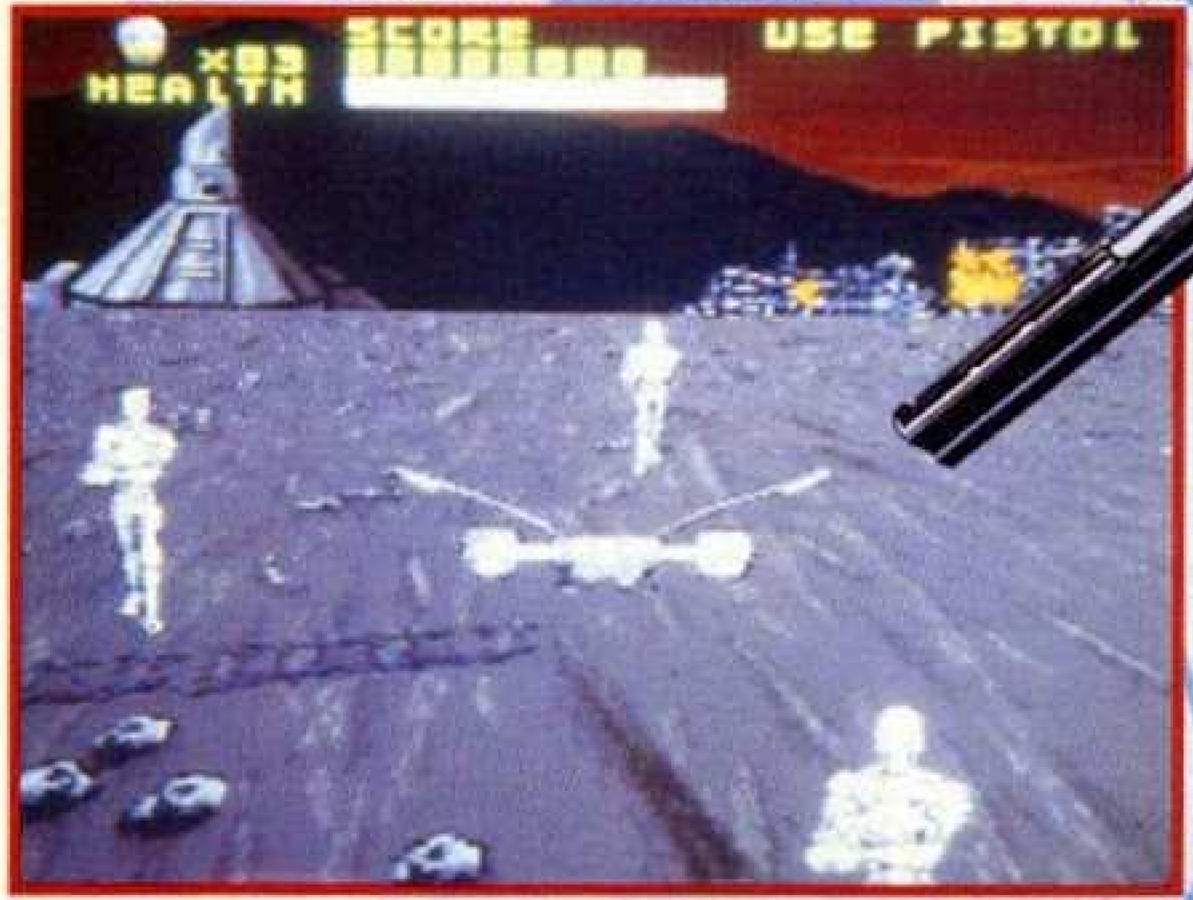
ROBOCO VS TERMINAT



THE BATTLE OF THE GIANTS

Two of cinema's greatest creations are all set for an epic battle to the death. Nope, it's not another bout in the dreadful Aliens Vs Predator scenario. Instead, developers Interplay have pitted Robocop against the remorseless Terminators in a heavy duty fight to the finish! This news is so hot the mag is probably burning your fingers, so let's take a quick look at the game...

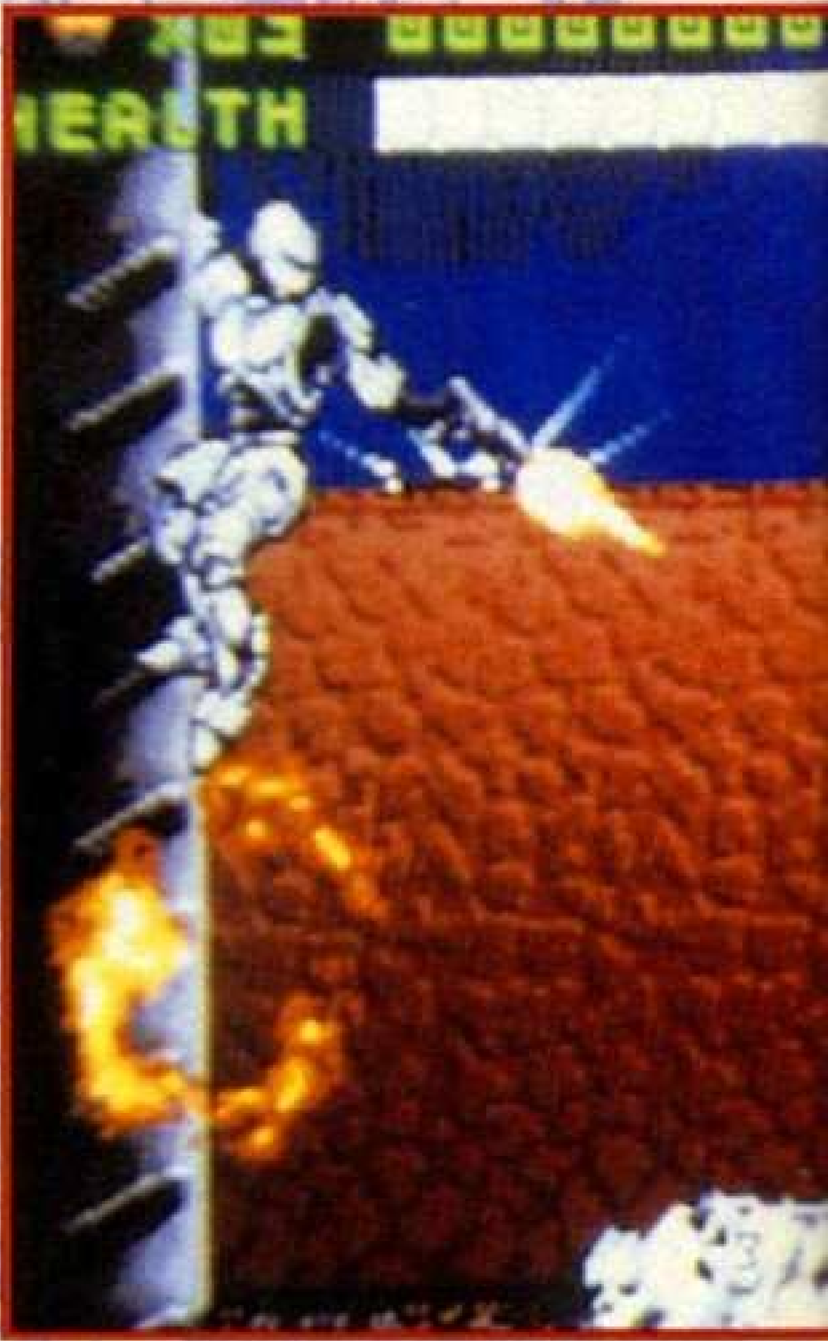


BIG BEASTIE BATTLERS!

Opting for a one-on-one beat 'em up formula, the player is cast as Robocop as he battles across the desolate post-Skynet world of 2019. The half-man half-cop has been whisked into the future to protect John Connor, but also to somehow put an end to Skynet's menace. Thus, armed with his trusty gun, Robo is charged with blasting his way through the oncoming endoskeleton menace. The version of the game NMS has seen was at a very early stage, with loads of big sprites and plenty to shoot - just what you want!

NEWS DATA

- NEW GAME
- BY: INTERPLAY
- SUPER NINTENDO

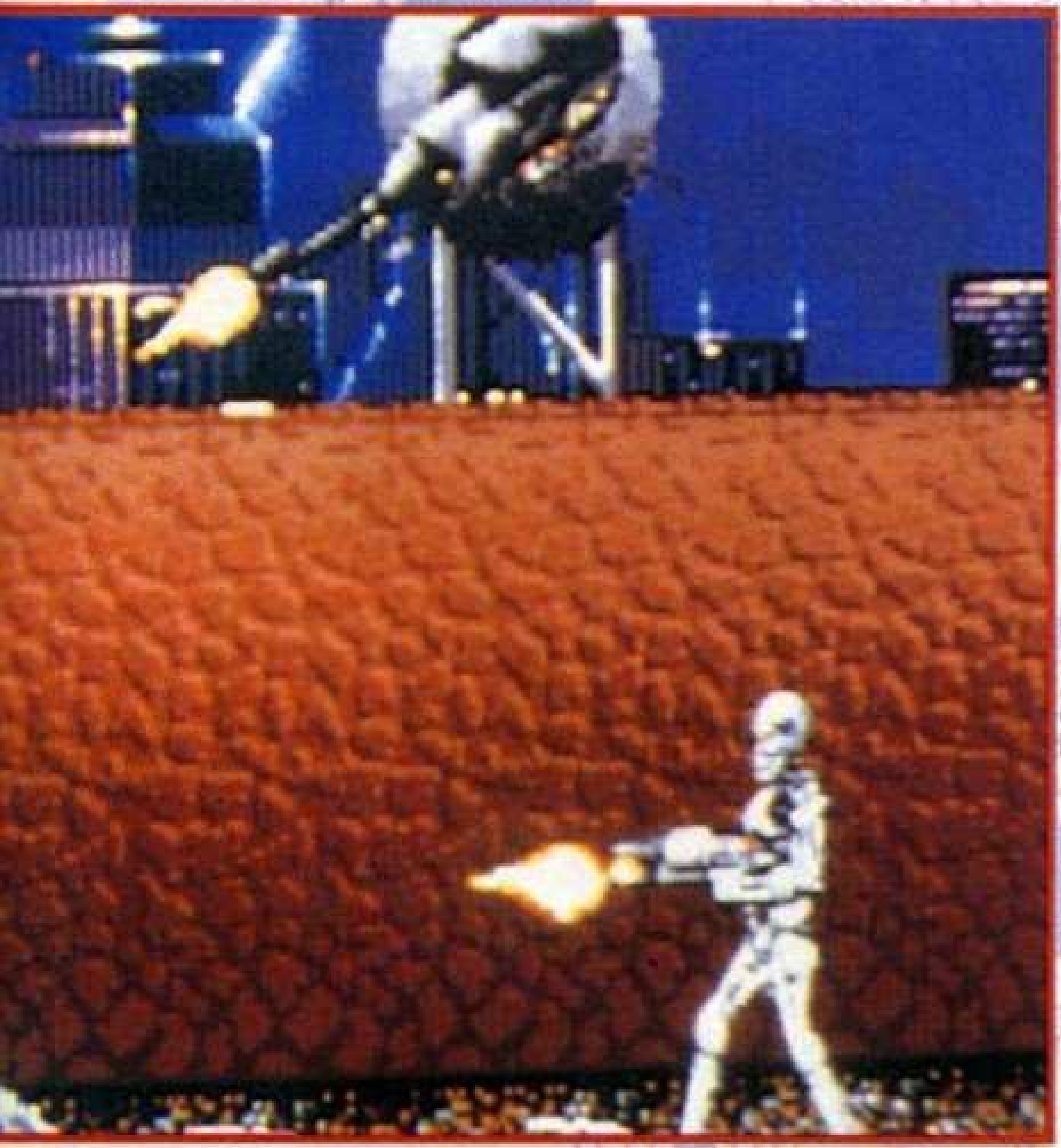


SURPRISES IN STORE

As we've already said, what you're looking at is a very early version of the game and Interplay are currently working on later stages of the game. They don't want to reveal too many details yet, but we're promised that the action gets hotter and hotter as the game progresses. Don't know about you, but we reckon Terminators just walk over Robo when it comes to overall hardness. Whether this is borne out in the game remains to be seen!

▲ Fight of the vicious Terminators and keep alive John Connor.

▼ Robocop climbs the walls to avoid the Terminator onslaught. As well as T-800's, old Robo must face ED-109 units and other mechanical creations to save mankind Guumph!



▼ Robo faces the threat of the saturday bread cue in Tesco's.

...NEWS IN BRIEF...

SFX RACING

As StarWing flies on to the shelf of your local software stockist, rumours are obviously abound regarding the next game from the Nintendo development stable using the Super FX chip. Well, our sources within Nintendo have told us that the next game to use the technology is highly likely to be an as yet unnamed Formula One racer - along the lines of Virtua Racing, no less! Obviously, at such an early stage, there's absolutely nowt to see, but a full Preview will follow as soon as there is.

MORE TENNIS JAPES

Taking a break from an arduous round of Coffee adverts, Tennis superstar (it says here), Andre Agassi, is set to star in a Super NES Tennis game which is under development at Tekmagic's HQ. Using a viewpoint similar to hat of UBI Soft's Jimmy Connors game, Agassi is scheduled for a Megadrive release sometime soon, with the Super NES game following hot on its heels. Doubles, singles and loads of tournaments are also promised, as is a preview...

SOUNDS SENSIBLE

Possibly the most eagerly-awaited footy game of all-time, Sony/Imagesoft are the company who are going to be releasing Sensible Soccer on the Super NES. NMS spoke to Jops at Sensible Software regarding the conversion and he was 'very pleased' with the way it is going. Sony have yet to set a release date for the game, but a massive preview is scheduled for very soon. Keep 'em peeled, as Shaw Taylor would say...

INDY HAND

Currently leaping and whipping a path to your Game Boy is a conversion of U.S. Gold's Amiga platformer, Indiana Jones And The Last Crusade. Those canny Gauls at UBI Soft are the team behind the conversion, and it seems that Indy's search for the Cross of Coronada has survived the transition intact.

WILD THANG

With the Super NES version reviewed this issue, THQ are currently working on a Game Boy version of Tazmania. However, when you consider the Super NES game relies on fast-moving 3D, it seems likely that THQ's developers will opt for a slightly different gamestyle - possibly using the platform system seen in the Megadrive game. Needless to say, a review is on its way.

RINKY-DINK ACTION

He's rinky and dink and he's also Nintendo bound! Yes indeedy, the Pink Panther is heading for the Super NES, NES, and Game Boy as Tekmagic line up the game for an October release. A platform affair, NMS has had a brief preview of the Super NES game and it looks very nice indeed. The music is identical to that of the cartoon, and the sprites are instantly recognisable, too. More news in a while...

ELITE REVS UP THE SFX

Having seen what the Super FX chip can do with StarWing, Elite are now putting the wonder device to good use in a 4X4 racer they are planning. A November release is planned, and the as-yet-unnamed game is going to be a greatly-expanded Off-Road Racer-style affair, with the Super FX chip used to keep the track moving at a fair old pace. Although it's far too early for Elite to confirm details, the use of the Super FX chip indicates that the game will be a first-person-perspective job, with the chip used to scroll the road and opposition cars quickly and smoothly. However, it could also be on the cards that Elite may also opt for a bitmapped and more detailed track surface - as seen in the backdrops StarWing. A full preview should follow a little nearer the game's release.

NEWS DATA

- IN THE WORKS
- BY: ELITE
- SUPER NINTENDO

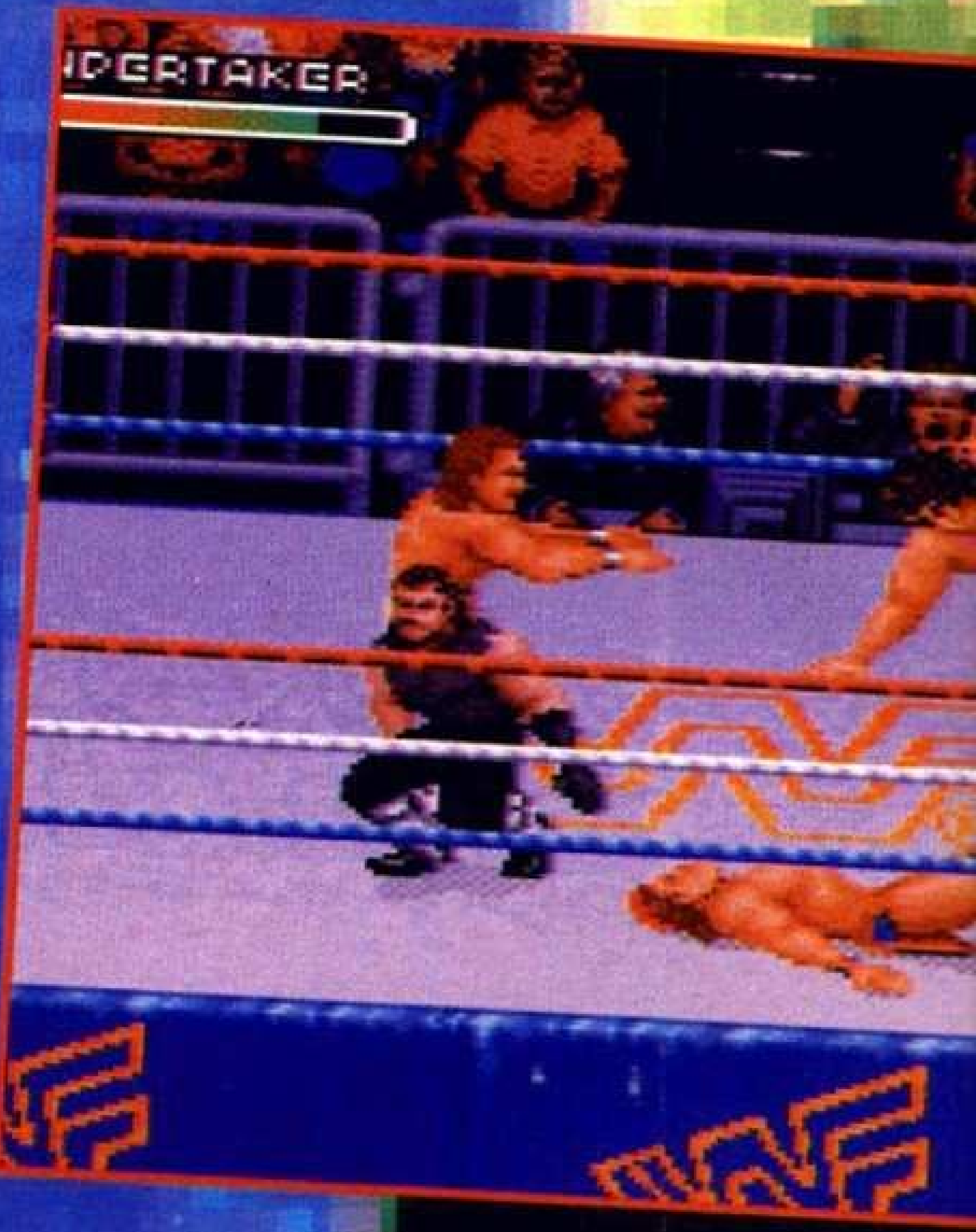
BY: ACCLAIM PRICE: TBA MEG: 16

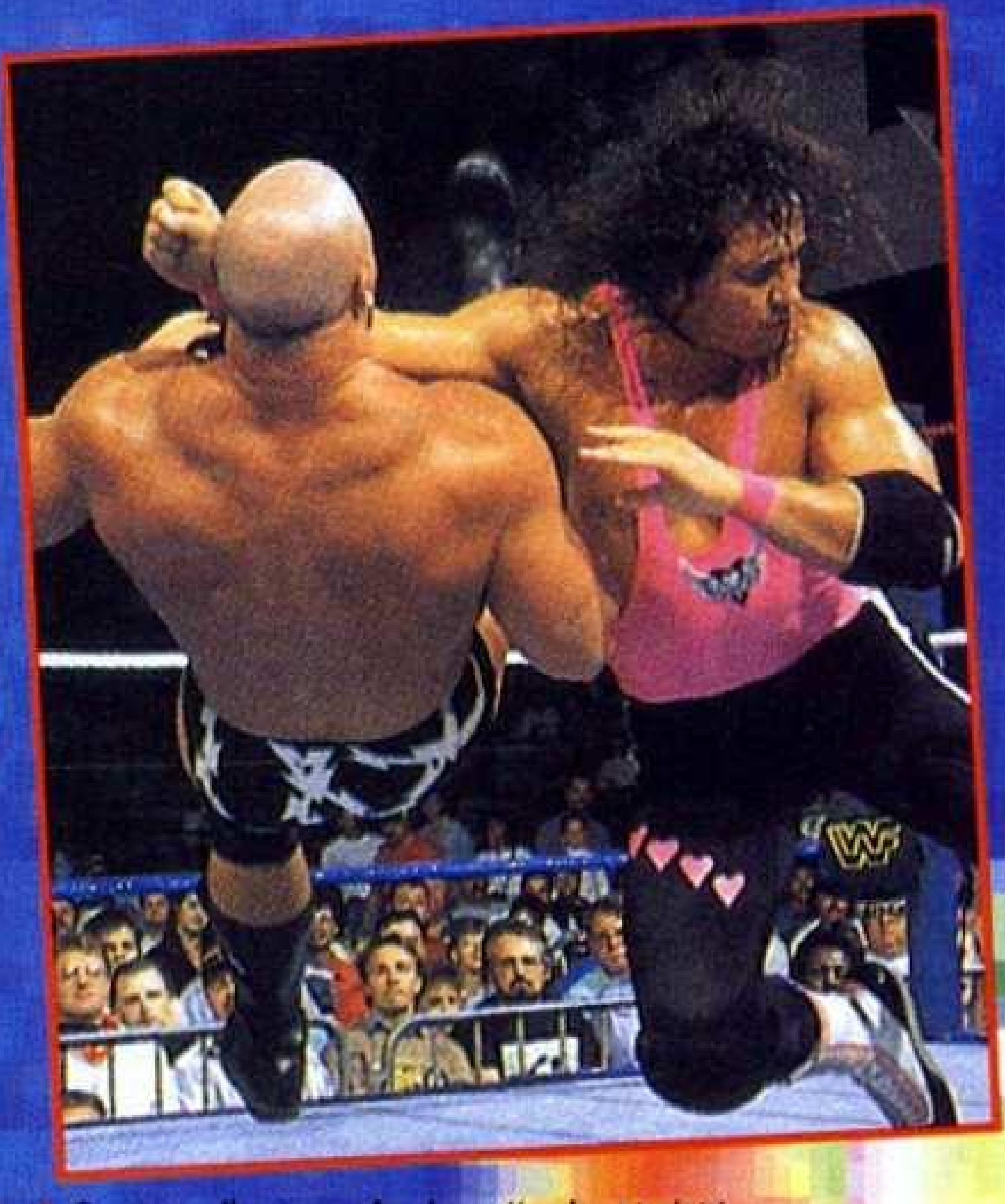
Twelve of the World Wrestling Federation's giants are set for immortalisation in a new 16-meg cart from Acclaim. Ric Flair, Shawn Michaels, the Crush and Bret Hart are amongst the dynamic dozen bearing down on the Super NES in what looks like the best video-game adaptation of the WWF scene yet. This is Acclaim's second venture into this particular arena, though they have little to prove since their previous effort was warmly received last year.

So why release another title of such a similar ilk? Well, good as may be, there are still criticisms for the first Wrestlemania cart. Single players hoping for the chance of winning the coveted WWF belt are denied the chance and all characters share exactly the same moves! Also the discovery of a special, secret and totally unfair move soon surfaced - pressing the X button repeatedly, dragging a floored opponent to his feet then suplexing and so on until his energy is completely diminished. Of course this makes Wrestlemania suffer somewhat in the lastability stakes as a two-player game often resorts to this disgraceful, moronic malpractice. Tut.

CHAIRS ARE FOR SITTING ON!

Another fascinating feature of this update is the 'Brawl' option. As the name suggests this is a no-holds-barred brawl to the finish and there's no referee! This means that competitors are given a free rein over whatever means are necessary in putting their opponent out of action. They may stay out of the ring for as long as they want, Pick up the nearest chair and take a swipe - anything! The chair prop - another new feature - is present in regular bouts too but wrestlers are heavily penalised for use of this under normal circumstances!

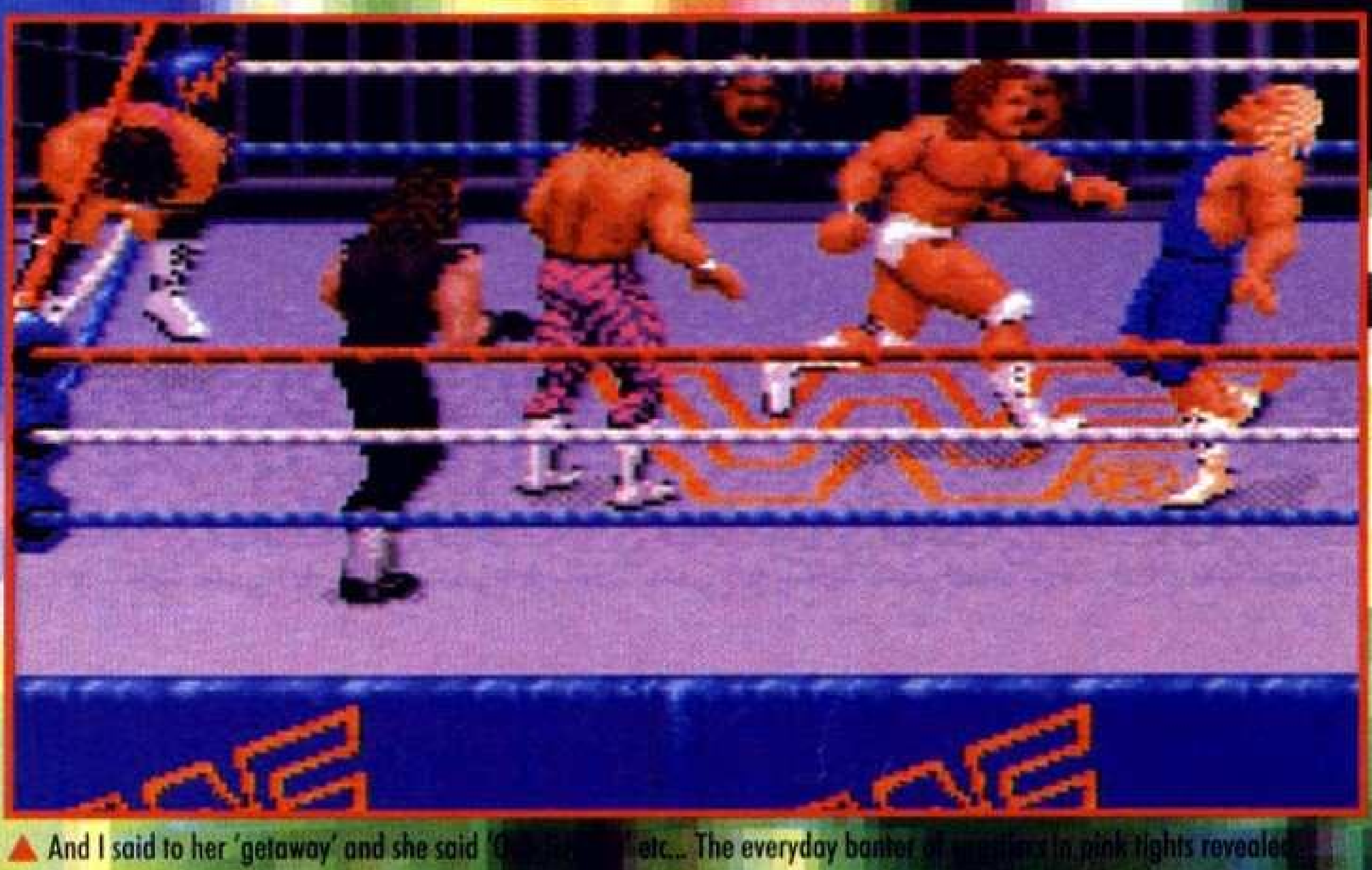




▲ Go on, smell my new aftershave. Knockout isn't it!

TAG TEAM PARTNERS

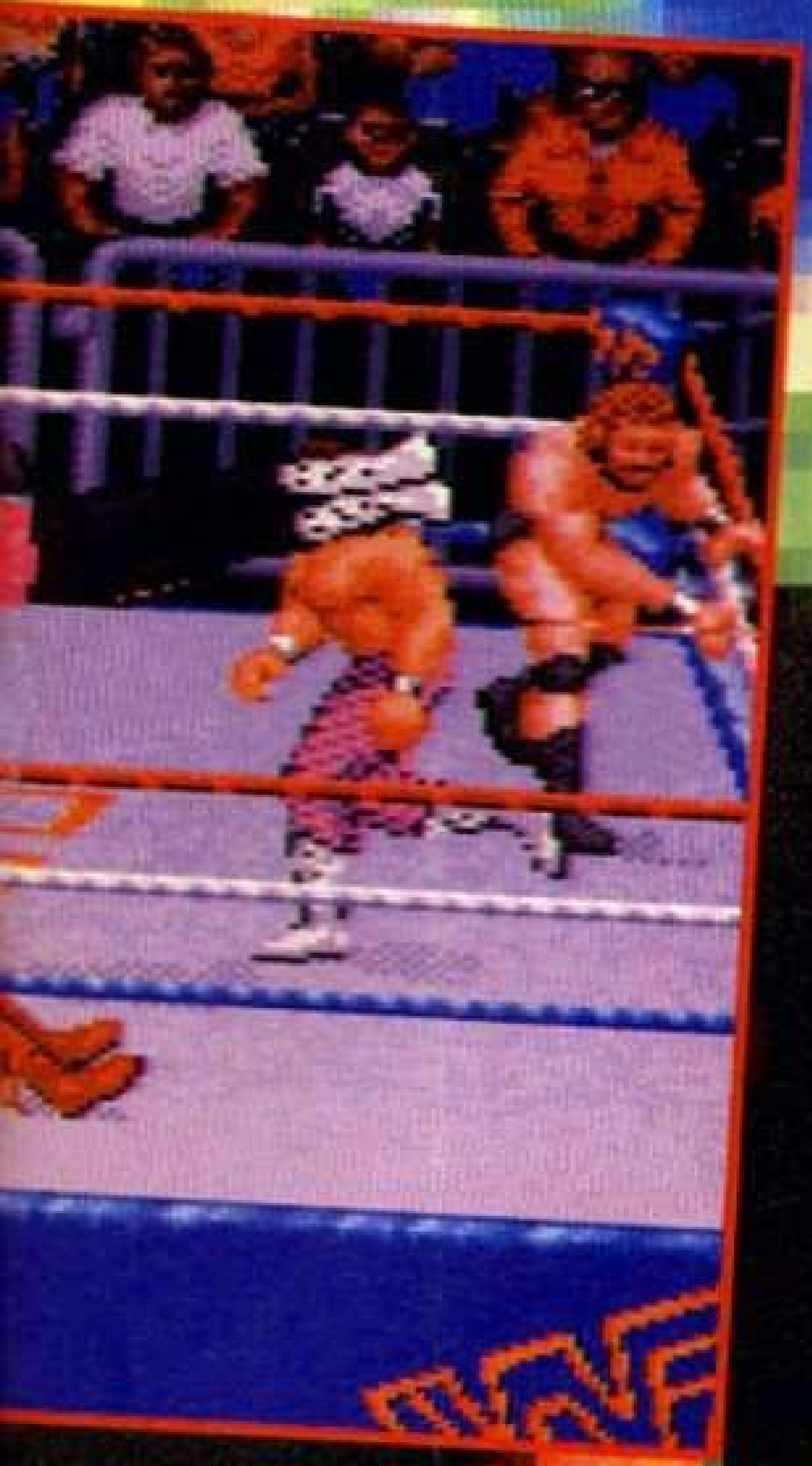
In addition to the original Wrestlemania Tag-Team option there is now a Triple-Tag-Team choice available where three wrestling superstars go at each other like Jaz in a bike shop. Both one and two players may compete in this for the most fun.

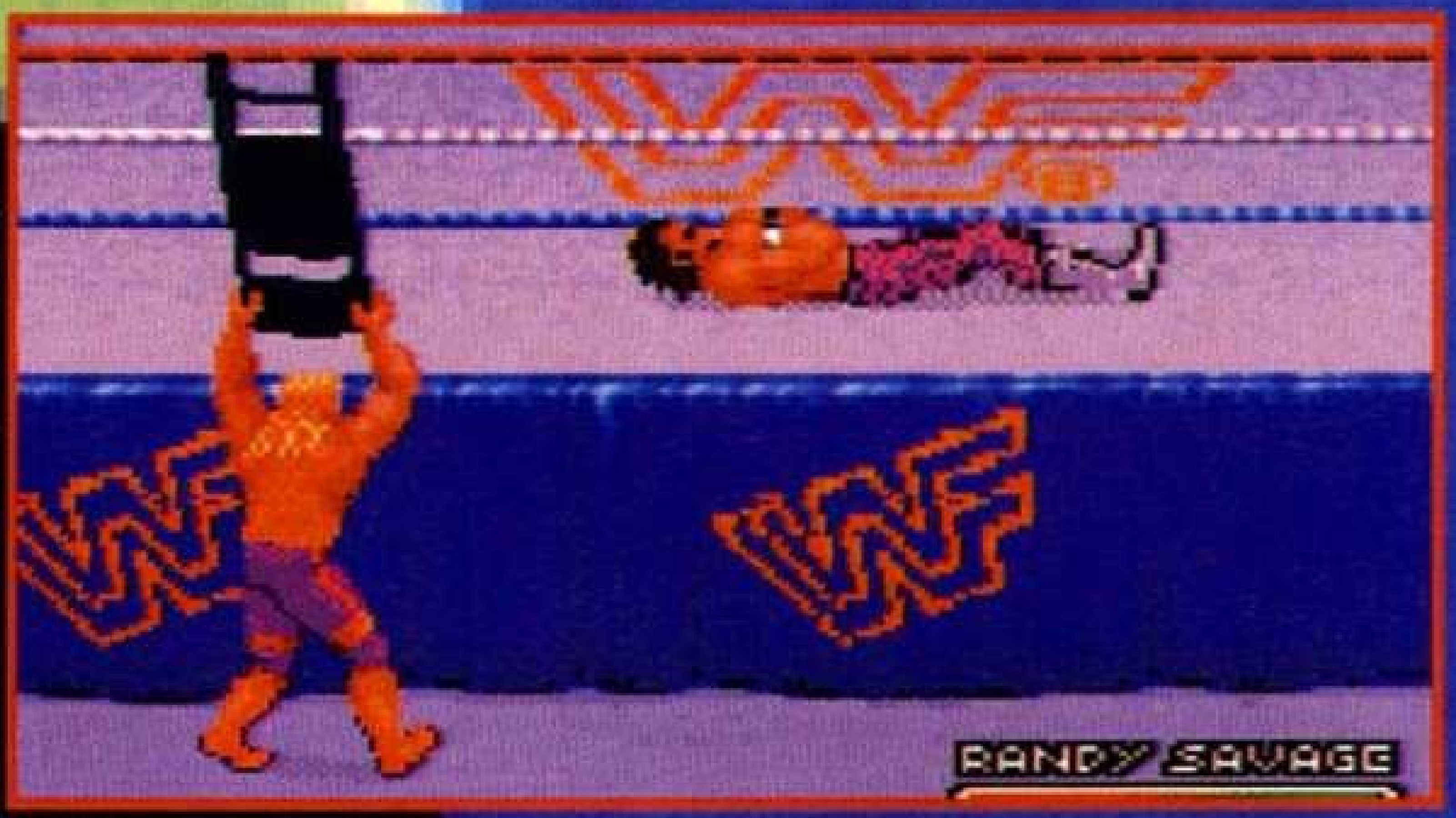


▲ And I said to her 'getaway' and she said 'O[illegible]' etc... The everyday banter of wrestlers in pink tights revealed

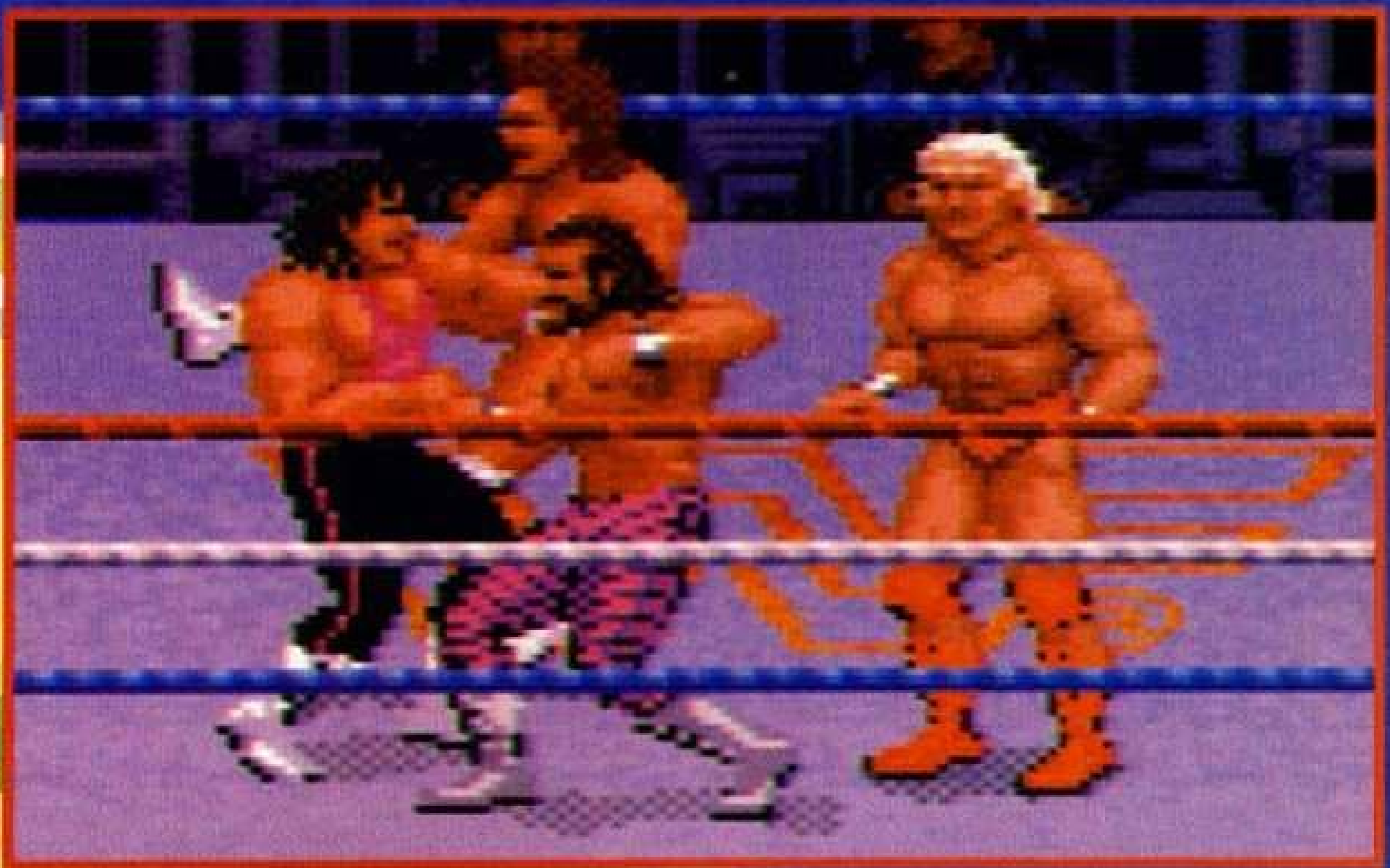
THE BIGGER THE BETTER

Royal Rumble, the sequel to Wrestlemania, is virtually twice the cart and so it should be at 16-meg! It has at least twice the features and the improvement over the graphics and sound is commendable too. Players now have the choice of entering the WWF tournament with a choice of twelve mad wrestlers as opposed to just ten previously. Even better is that each wrestler now performs a unique special move alongside some extra, hilarious, slapstick antics that all of them share. Just like the real thing! Witness the throttling move for a real laugh!

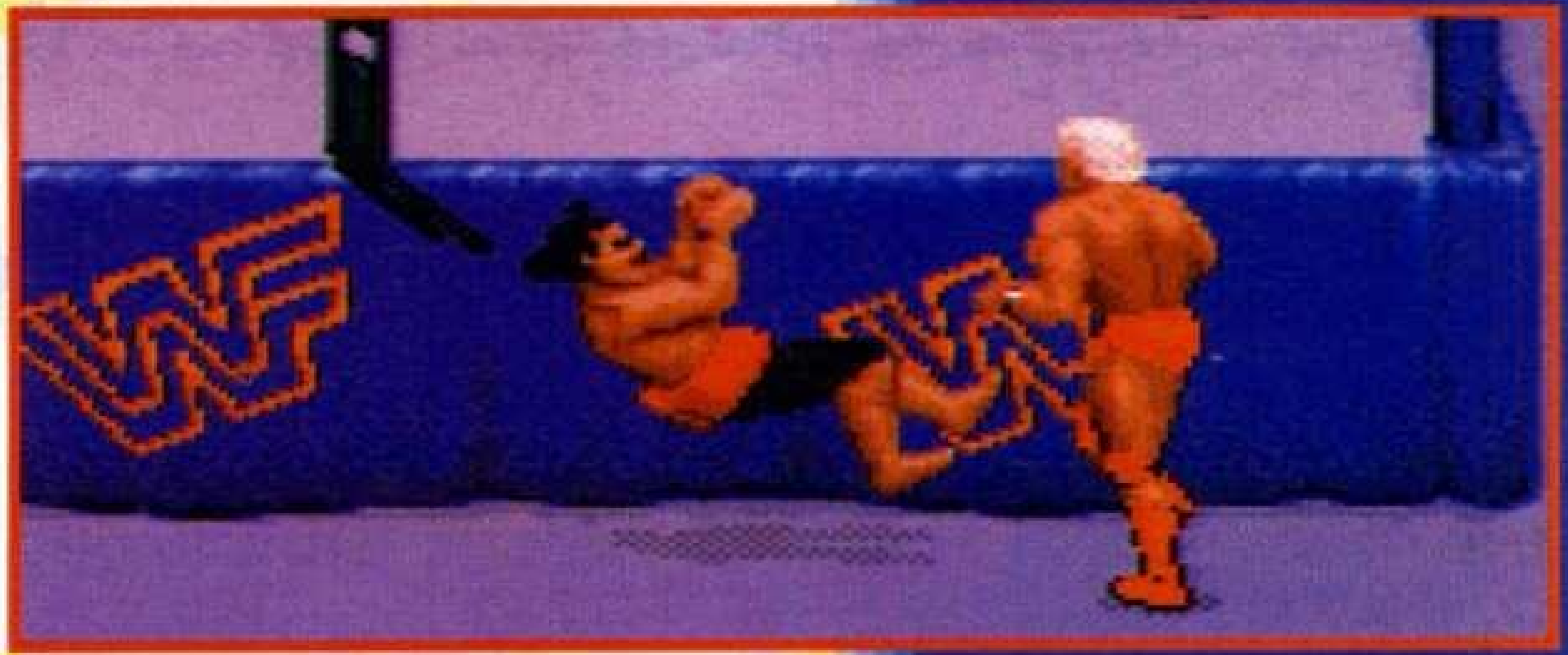


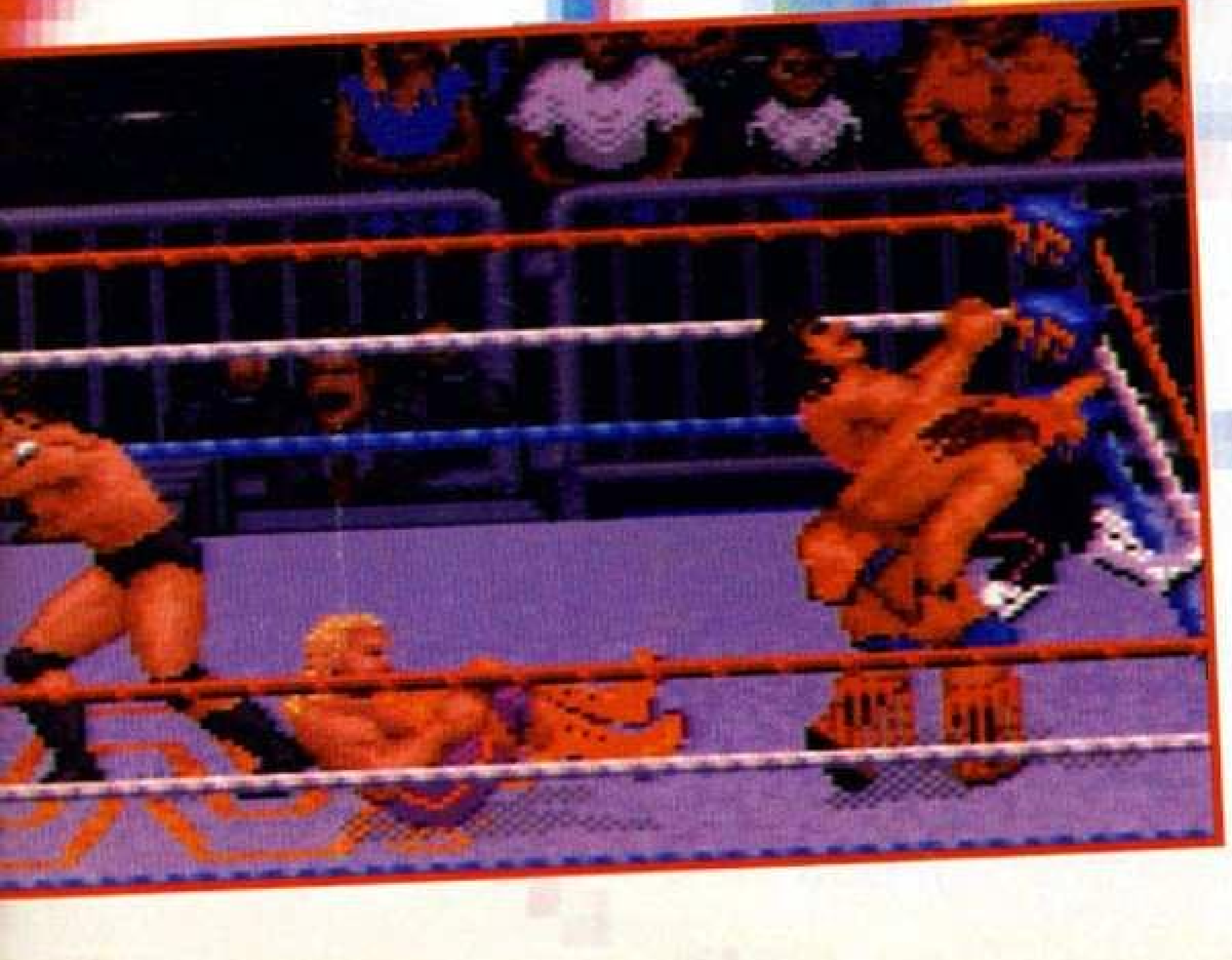


▲ Mate, mate! My chair's broke. Can you fix it mister? Can you?



▲ Hey, this Immac is great! I mean just look at my chest - not a hair in sight. Your leg's not bad either!





WE ARE AMUSED

The new cart's most impressive option is the 'Royal Rumble' itself! In this one or two players choose a wrestler and then enter the ring with a further six fighters and the last one in the ring wins. This inevitably transforms into a free for all and is an absolute riot! In the unfortunate event that your chosen wrestler is ousted from the ring it is then a case of witnessing the rest barny on down until the winner is decided. Mad! That's what it is!

Of course we can't comment as to how good or bad the game is as yet but as you might guess the whole thing looks very promising indeed! Just wait until next month's issue for the full review!

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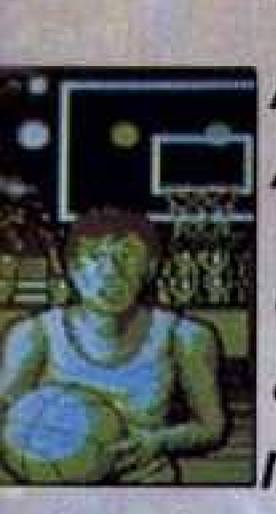


TIP OFF

"BRILLIANT!"
"Retains all the
atmosphere
and excite-
ment of top
basketball. For the
basketball action,
out Tip Off.
Tunes are a
delight.
Best basketball
game todate"
N. Force

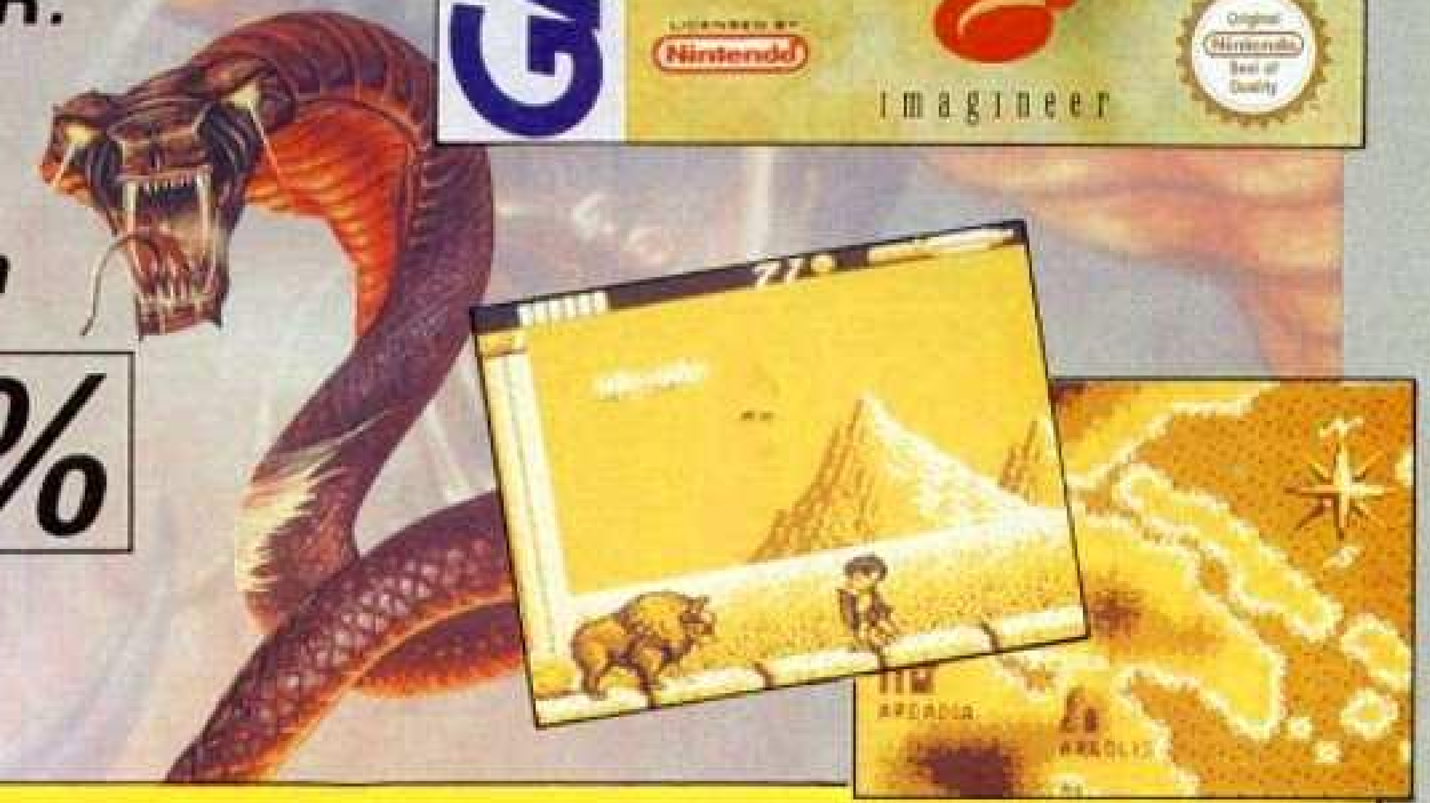
2%

THE BATTLE OF OLYMPUS

An arcade adventure of mammoth size. 2 M. Byte cartridge. *"A wealth of fantastic characters and stories. Graphically it often borders on spectacular.* ***IT'S GOT TO BE A WINNER."***

G.B. Action

87%



ash the Power!

POPULOUS

An ultimate role
playing game,
you are God.
different worlds
your conquest.
sses you in
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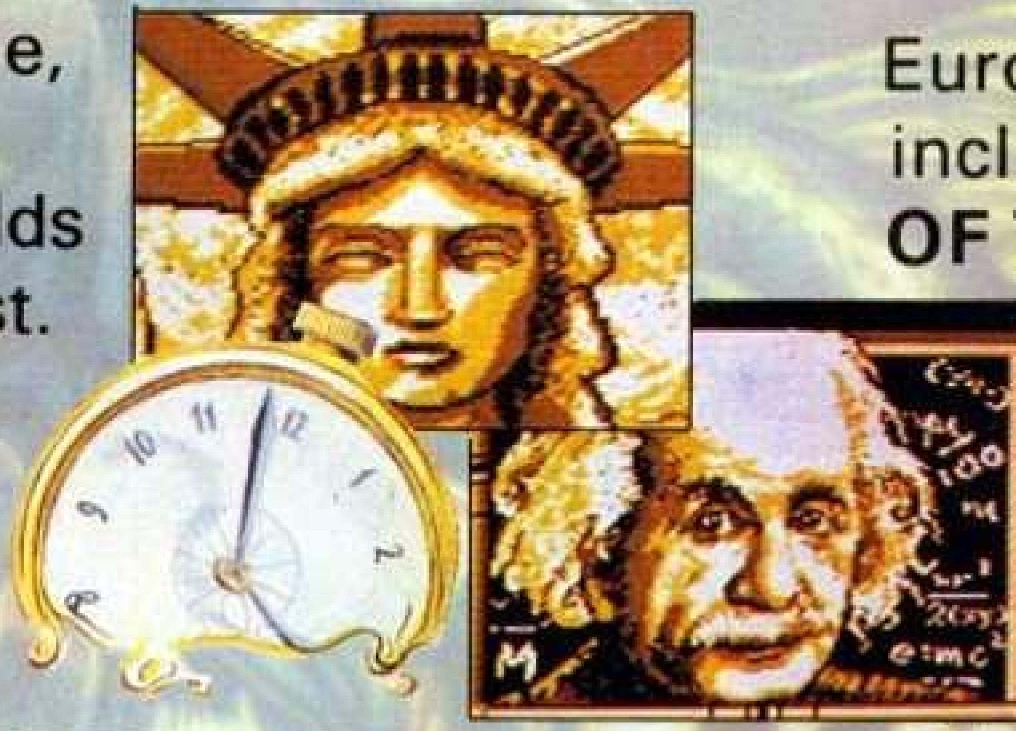
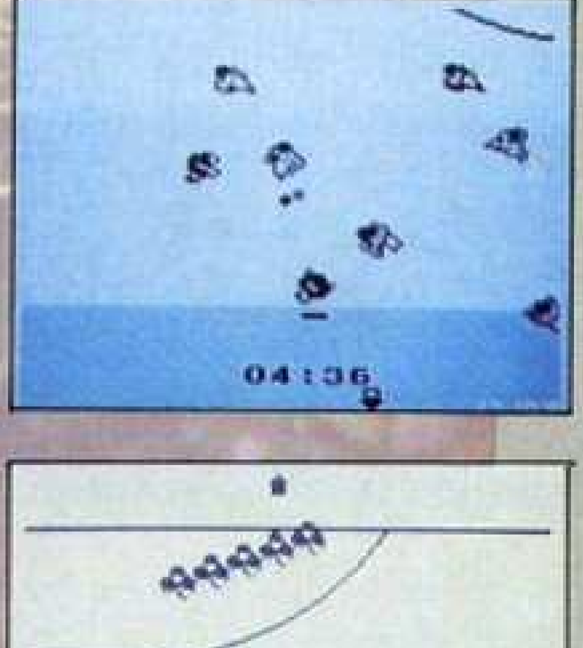
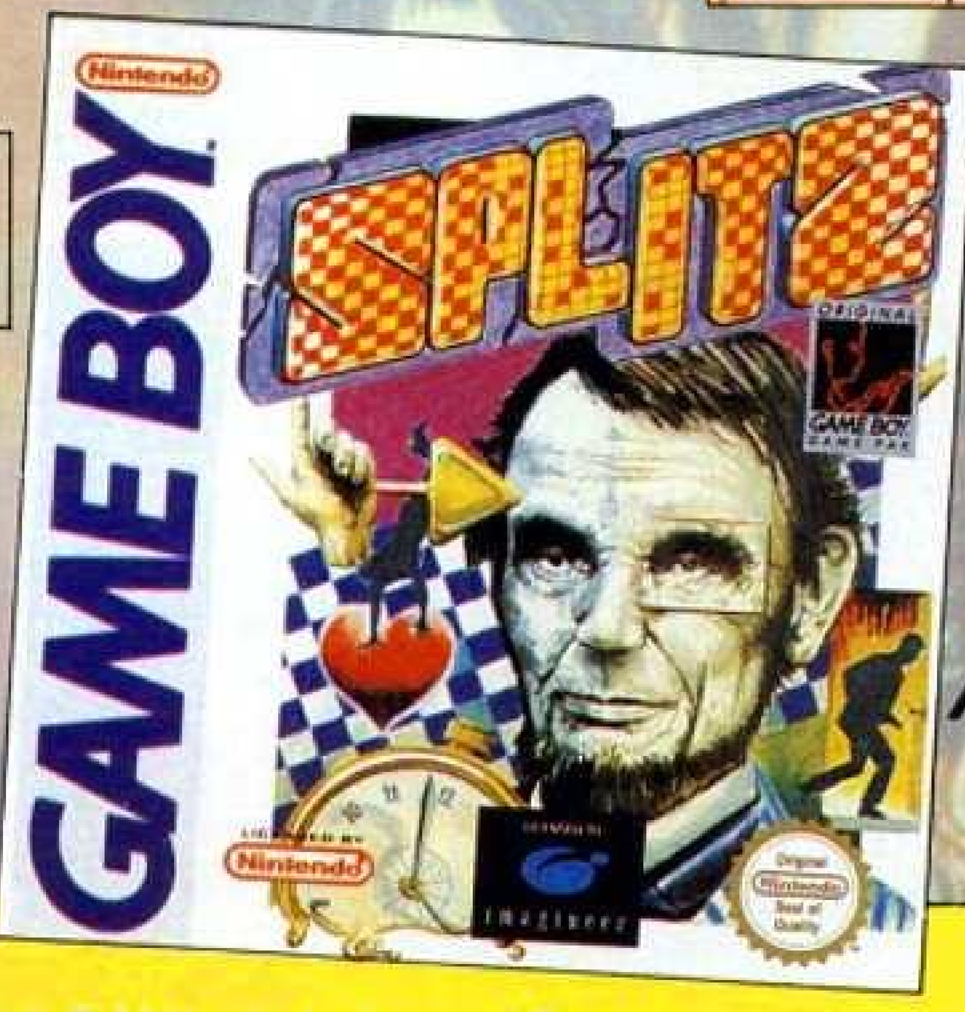


KICK OFF

Kick Off has enthralled millions of game enthusiasts right across Europe, winning countless awards including the **EUROPEAN GAME OF THE YEAR AWARD.** Now the Gameboy owner can savour its flavour and thrills.



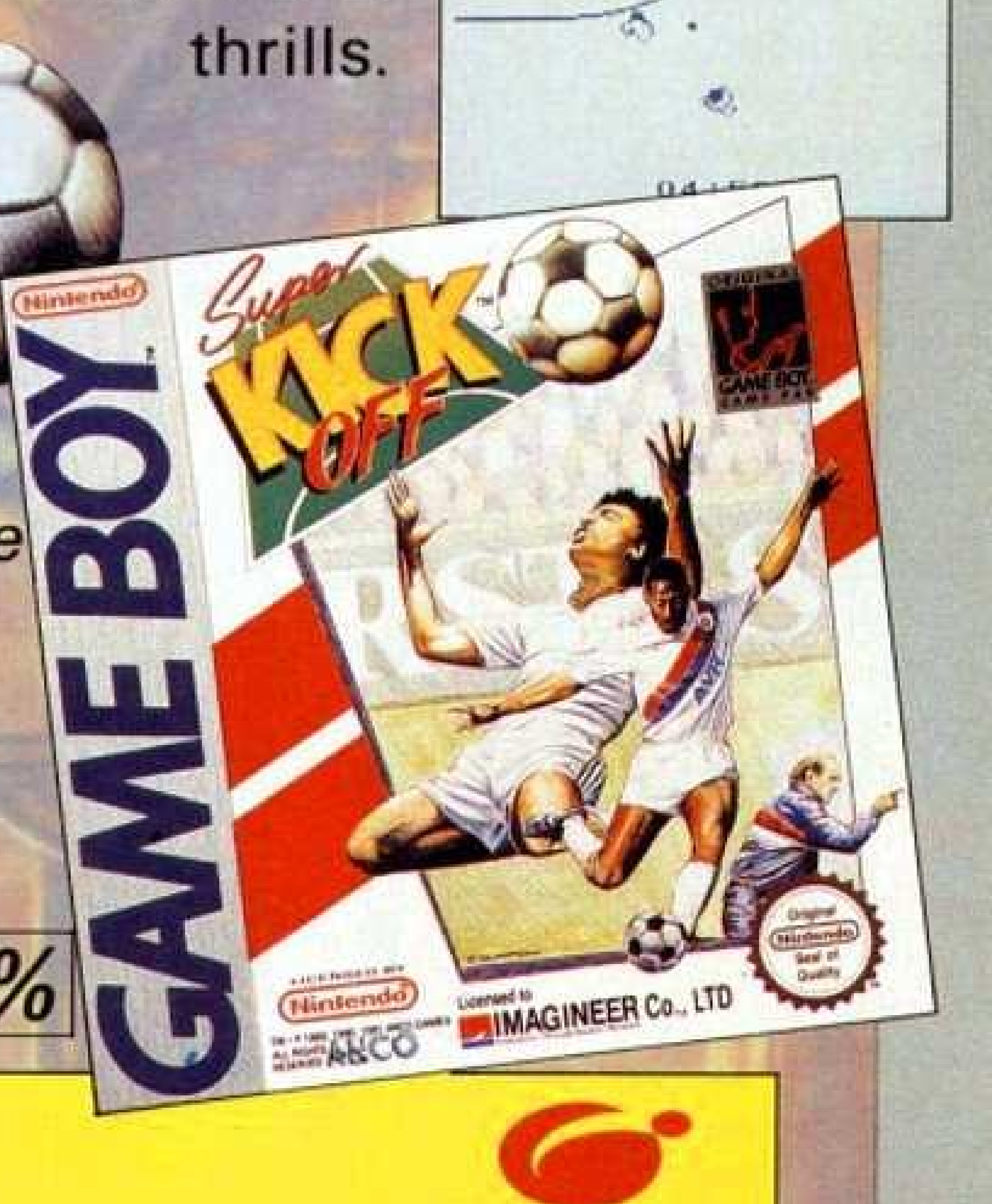


SPLITZ

A puzzle game against the clock. *"I have never found a puzzle game which I have liked but finally one has arrived".*

G.B. Action

85%



oftware Ltd. 7 Millside Industrial Estate,
nt, DA1 5BH, Tel: 0322 287782.

imagineer

SUPER NINTENDO ENTERTAINMENT SYSTEM

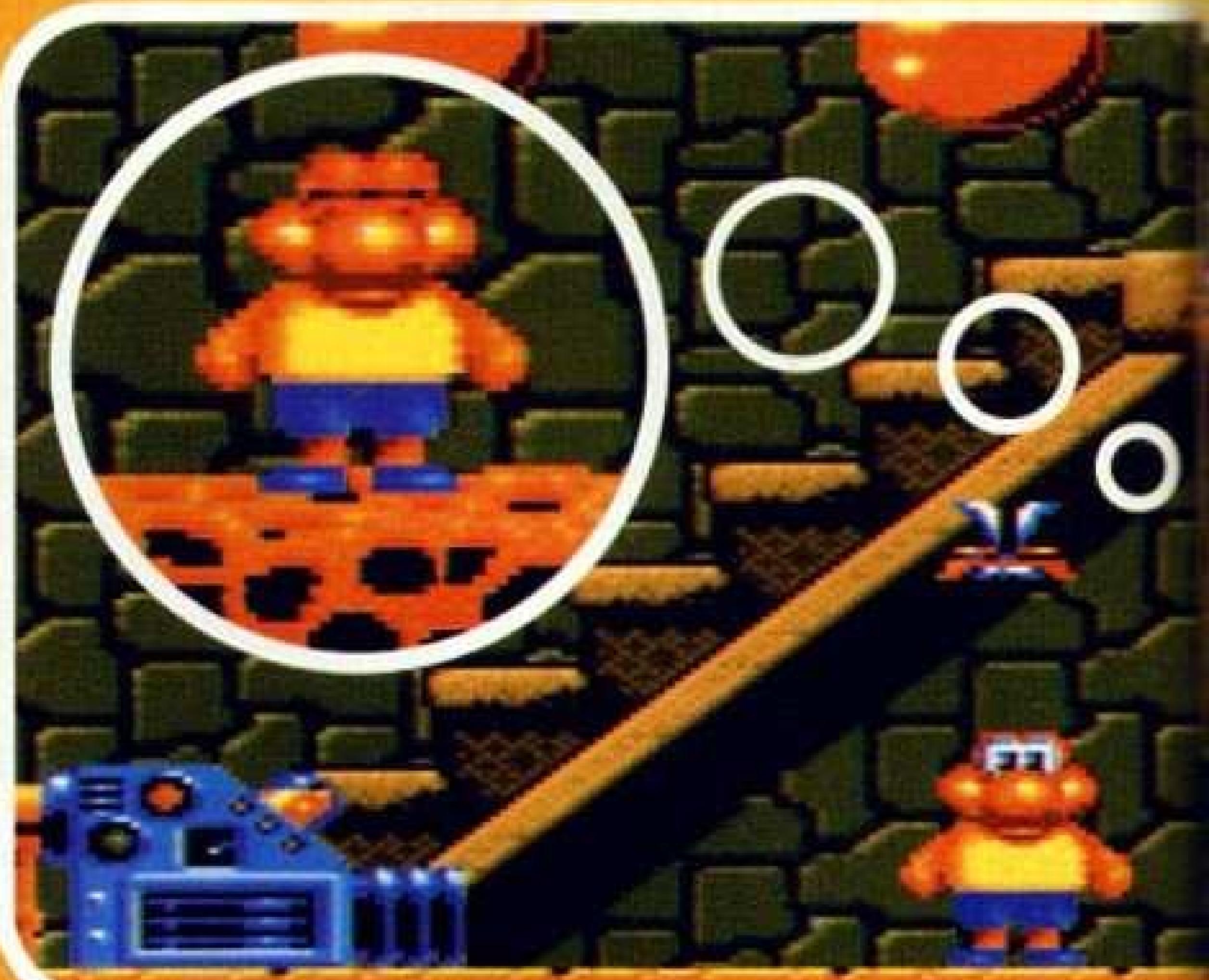
BY: STORM PRICE: £39.95 MEG: 4

AQU GAM

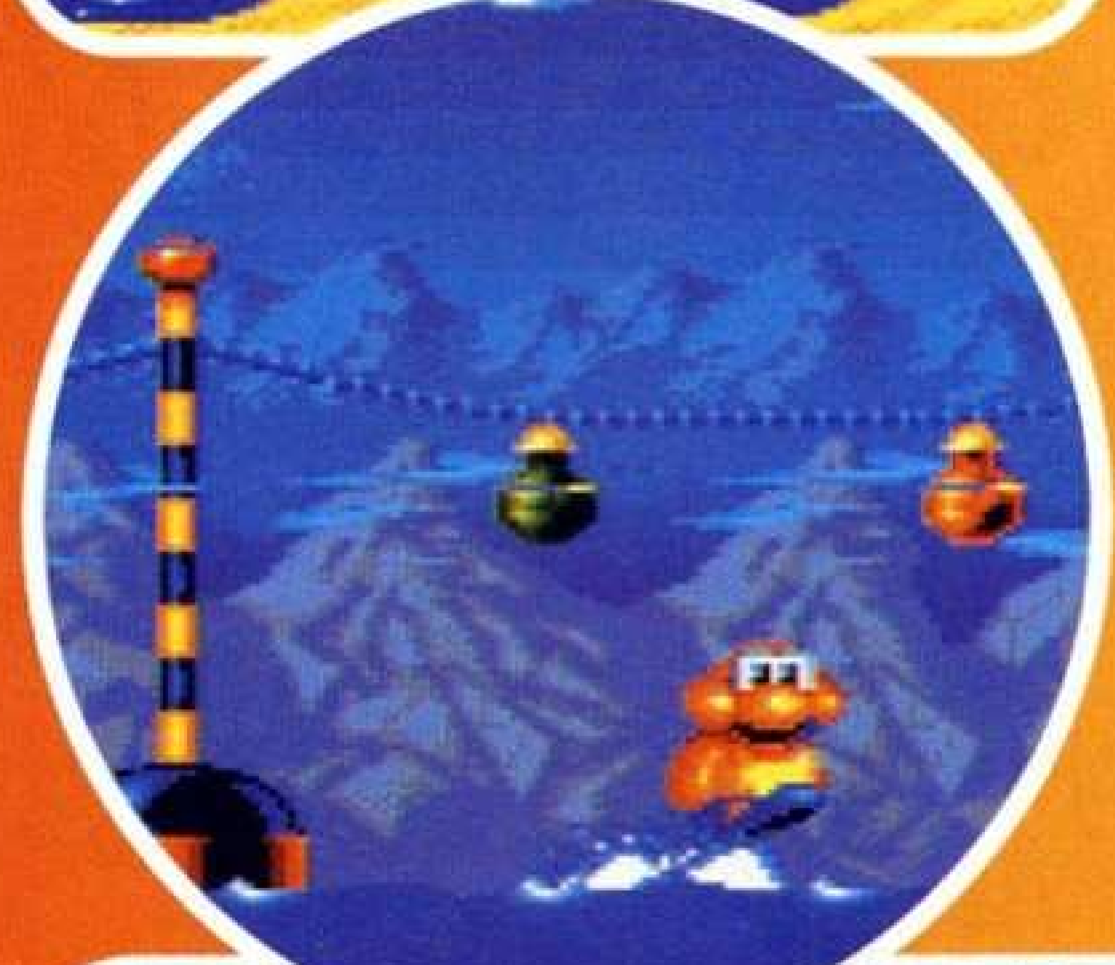
According to the chaps at Storm, when aquatic agents are between missions, they like nothing better than taking part in a series of strenuous athletic events. What's more Storm are currently in the process of recreating these events for Super NES owners in a conversion of Millennium Amiga waggler, Aquatic Games. Starring James pond - he of Super James Pond fame, funnily enough - Crazy Sports is a six-stage sportfest (with two added bonus events) which add an unusual fishy bent to the proceedings. Each event requires James and his mates to beat certain times or scores, failure to do so resulting in their instant disqualification. The events range from straight wagglers, such as the 100 Metre Splash and the Hurdling, to more involved acts of skill, including keeping a beach ball from waking up some seals or performing assorted leaps and moves atop a bouncy castle. The winner is the player to accumulate the most points within the events, and their glory is then shown as they stand on a podium awaiting their champagne. Or whatever aquatic creatures drink - Roe-ca Cola, perhaps... Or draught Bass...

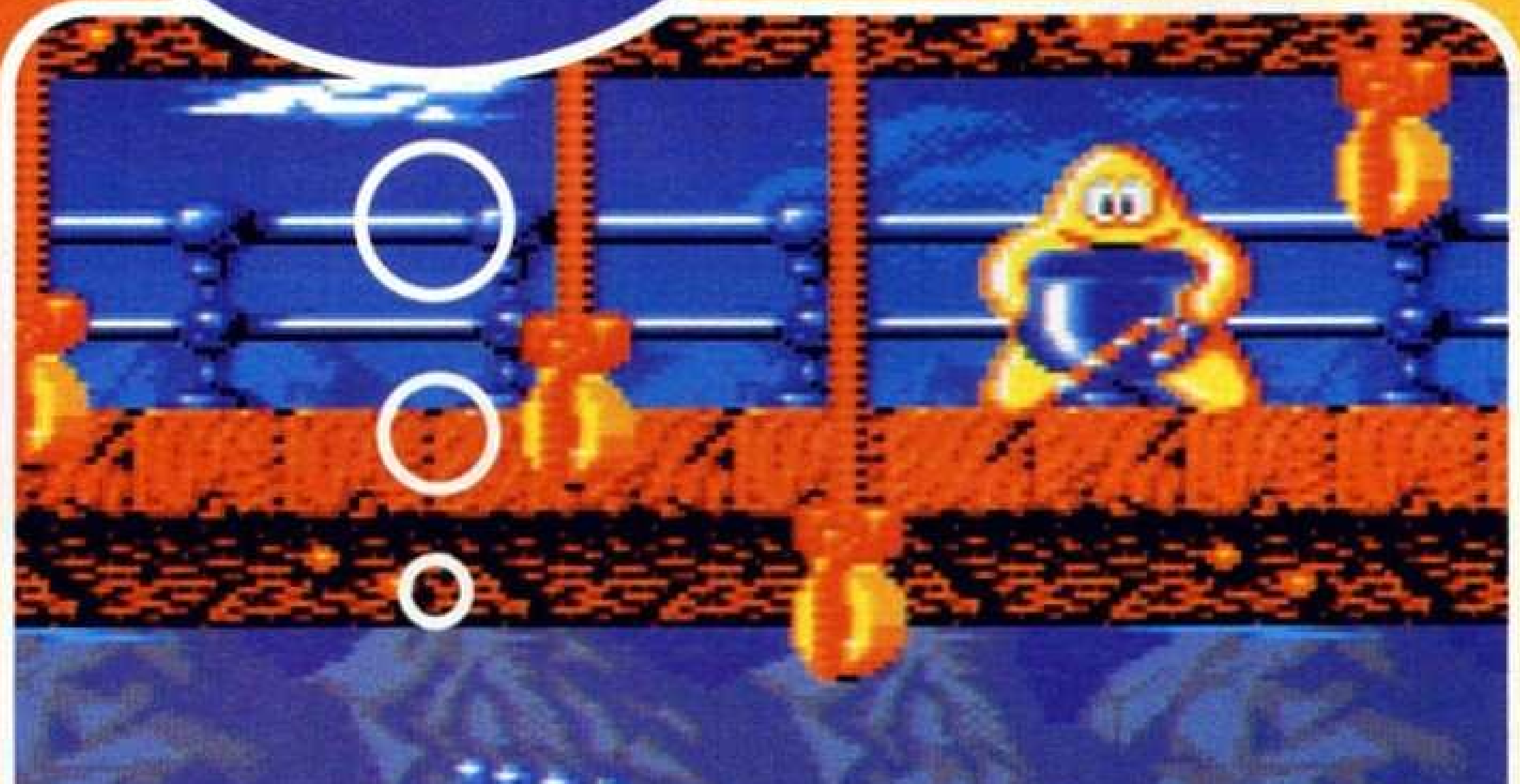
MEET THE GANG

Although James is one of the fittest fish you'l ever meet, his team members are particularly skilled in other areas. Freddy Frog, for instance, is famed for his jumping prowess and is thus suited to hurdling and jumping events, whilst the unnamed Starfish's many arms make his useful for games which require great dexterity. Finally, Cecilia Seal is great at balancing and bouncing stuff on her nose - as seals are wont to do - and is drafted in to protect her clan from an invasion of beach balls.

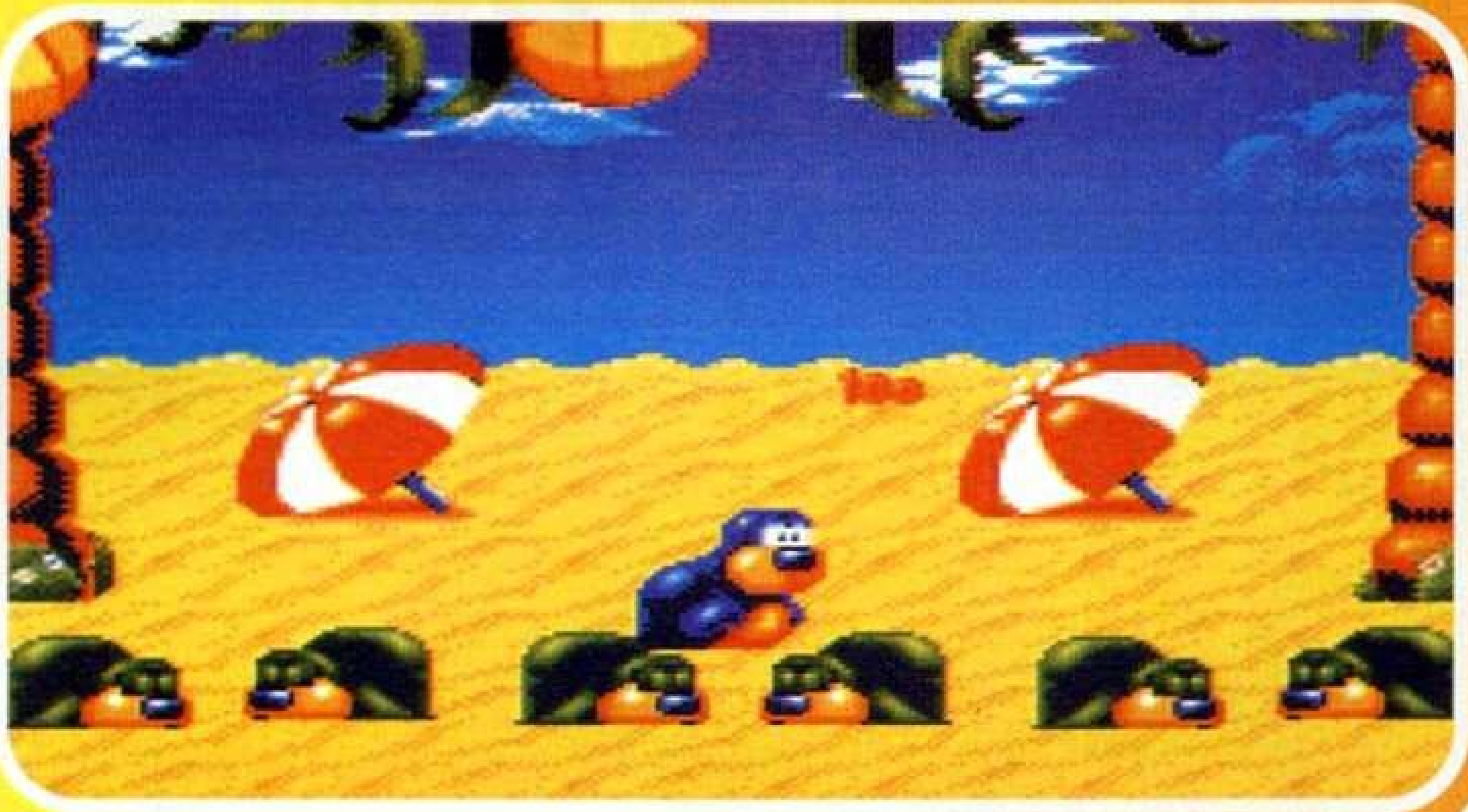


▲ James waits as the deelyboppers fall on to his head. or som





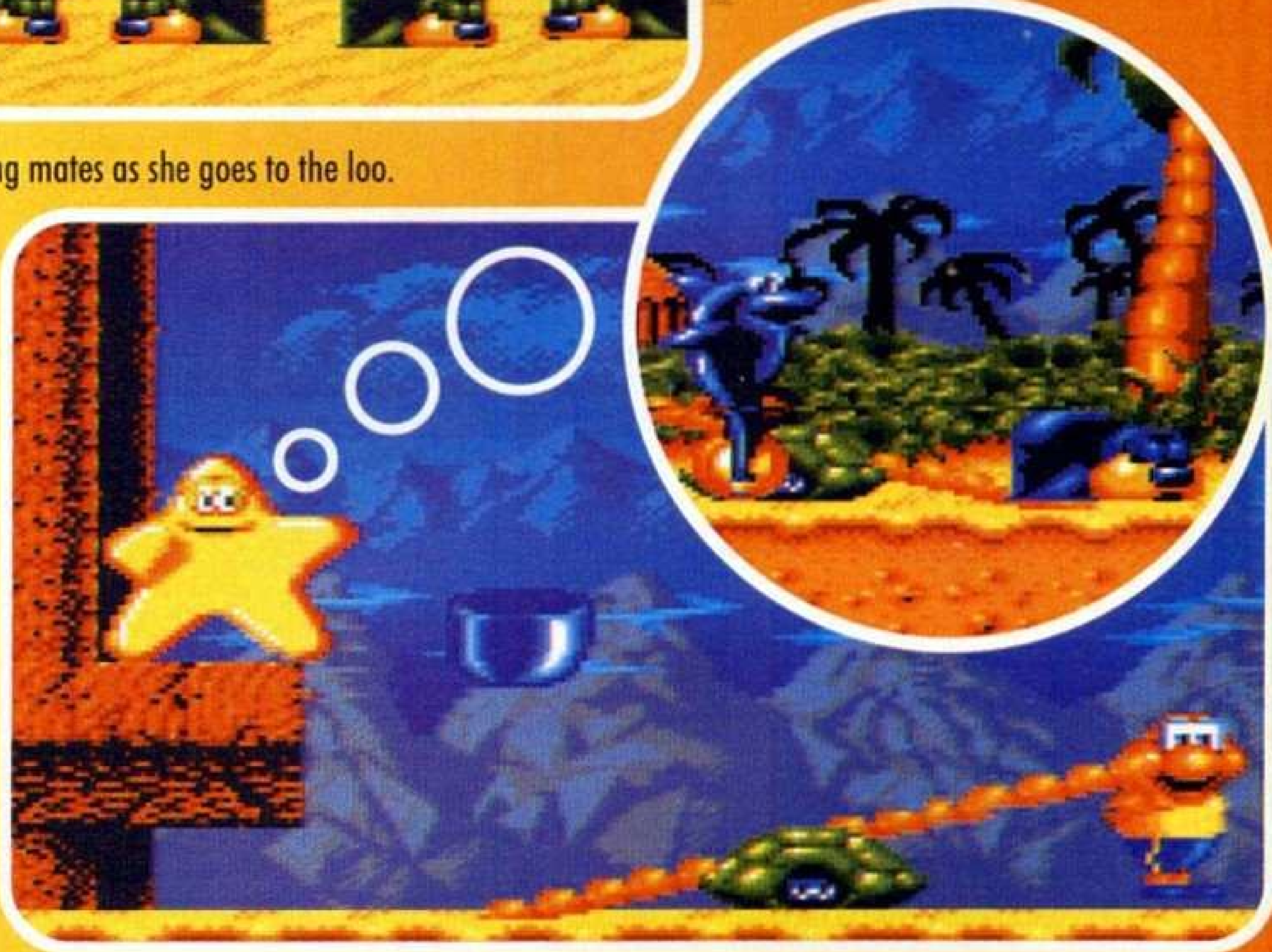
▲ The Starfish had never been impressed by the Fish Duo's harmonising.



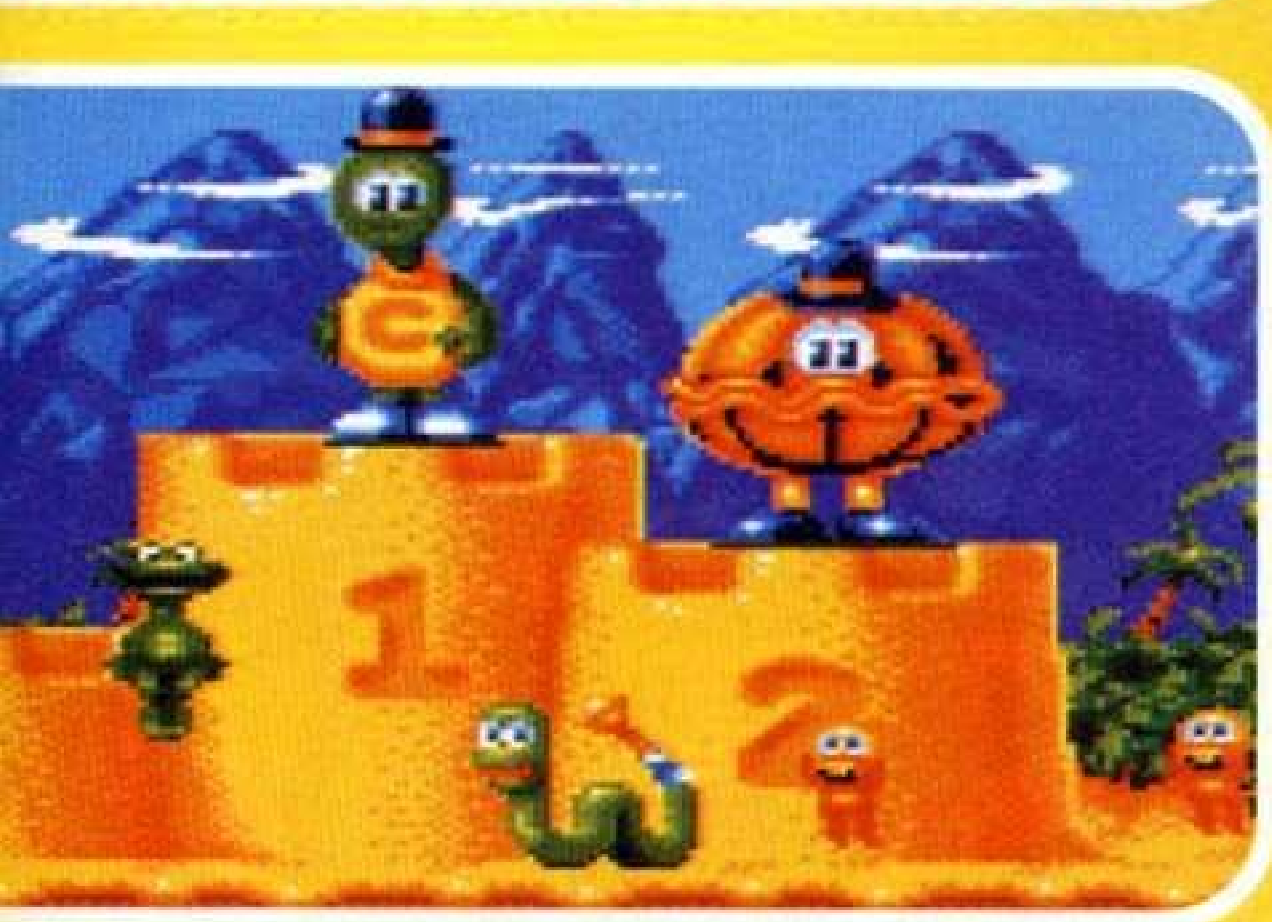
ing.

▲ Cecelia tries not to disturb her sleeping mates as she goes to the loo.

ATIC
MES



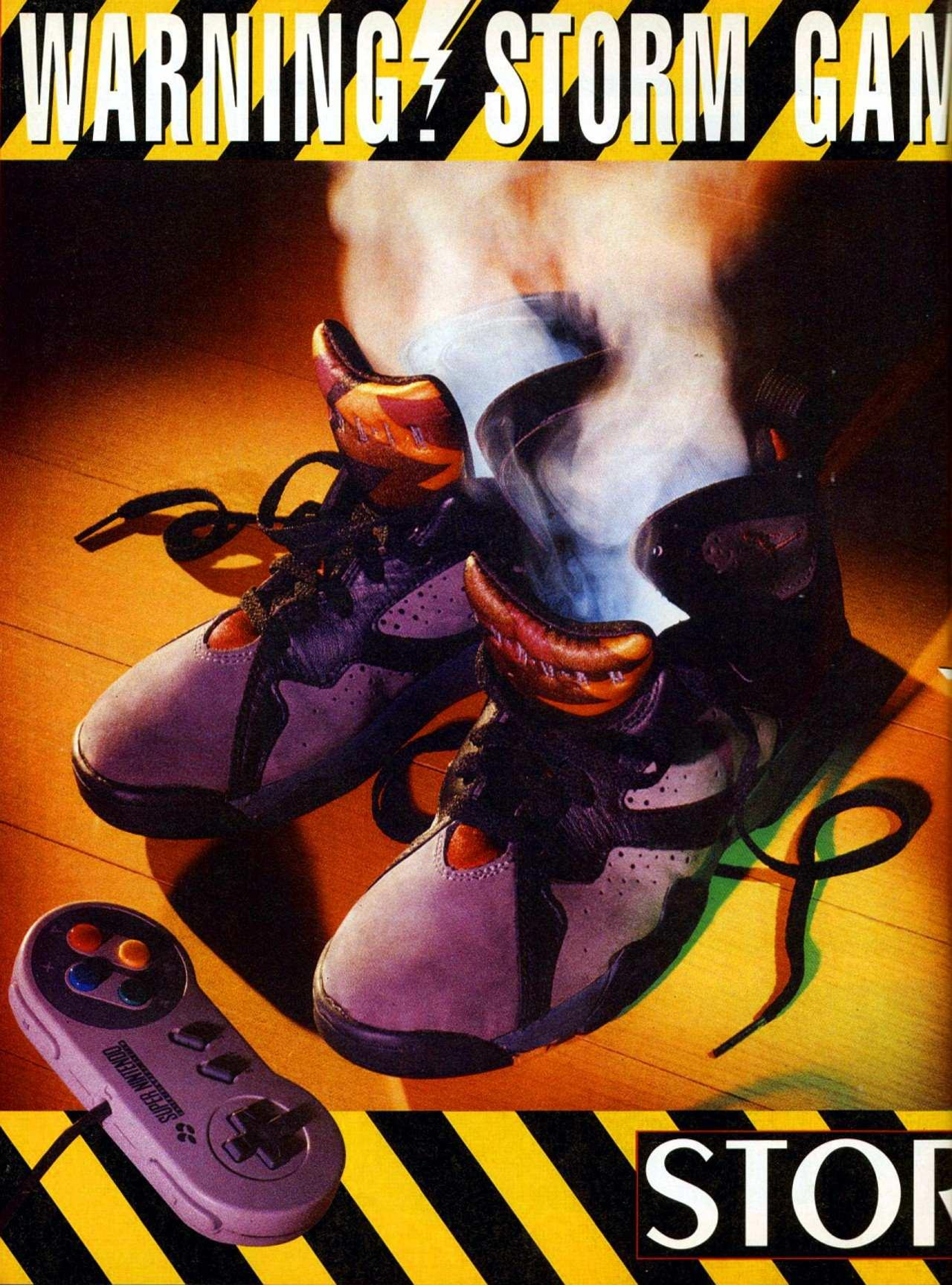
▲ Deep within his shell, Tommy Turtle misses the start of the Starfish's operatic masterpiece.



▲ Noodle-oodle-oodle podium...

HIIDEN EXTRAS

One of the game's events remains hidden until a suitably high score is attained in one of the events. On achieving such a task, the secret event is revealed to be a variant on the triple jumop theme, withFreddy returning for a bout of hop, skip and jumping japes - using a skipping rope in the process!


WARNING! STORM GAM
SUPER NINTENDO
STOR

ES ARE SUPERCHARGED

GAME BOY

"Rodland is a sure fire hit" **N-Force.**

"An instant laugh, especially with two players" **Nintendo Magazine Systems.**

Cutesy platform romp of wand-wielding fairies versus furry enemies.

Release Date: June/July

"Eliminator Boat Duel is dead good" **Nintendo Magazine Systems**

Wacky races on the water in the powerboat of your dreams.

Release Date: April

Nintendo ENTERTAINMENT SYSTEM

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

"Brain-warpingly puzzley, magically addictive, you'll be climbing the walls to finish it." ***Game Zone***

Help Hokus and Pokus in their missions to save the troddlers before they escape through the teleporter door.

Release Date: July

"It's the sort of puzzle-arcade-maze melting pot that your Game Boy was made for" **GB Action**

Join Catboy and Catgirl in over 100 levels of mind-boggling and compulsive puzzles.

Release Date: July/August

GAME BOY

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

"Should definitely figure in your collection" **GamesMaster**

Enhanced playability, graphics and sound in this frenetic shoot-em-up.

Release Date: End of March

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RM

SALES CURVE

Nintendo

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Name: ____________________

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Postcode: ____________________ Age: __________

Which computer or console do you own? ____________________

Thank you for your time and we look fo
to having you as a member of
STORM FAN CLUB

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME OPTIONS
START GAME
(C) 1993 ACCLAIM ENTERTAINMENT
LICENSED BY NINTENDO

CART SPEC

- **BY:** ACCLAIM
- **PRICE:** £44.95
- **RELEASE:** JULY
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:**
2
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Jolly hard
- **CONTINUES:**
0
- **RESPONSIVENESS:**
Excellent
- **1ST DAY SCORE:**
Completed two missions
- **GAME ORIGIN:**
Mass death game based on the minimum death film of the same name.

CONTROLS

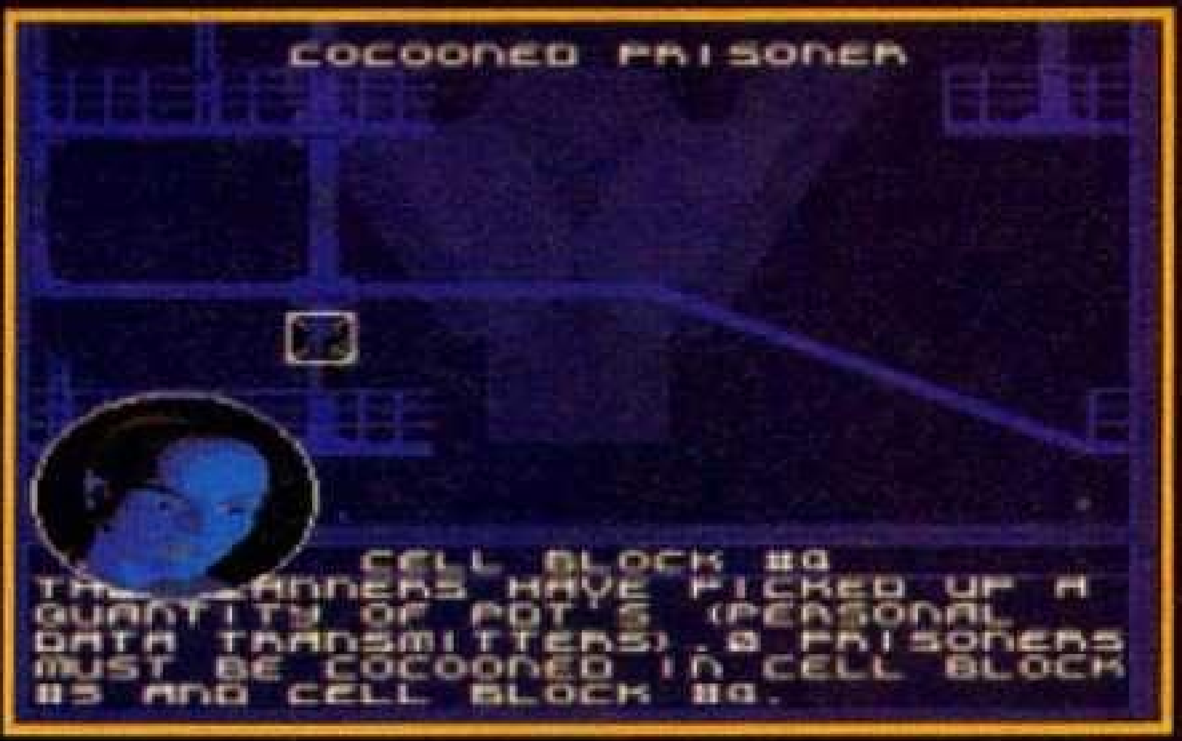
- **HOW TO PLAY:**
Allen 3 is played within the framework of Fury's prison. Armed with a host of weapons, Ripley's aim is to save the prisoners and destroy the aliens.

A	FIRE MACHINE GUN
B	JUMP
X	FIRE GRENADE LAUNCHER
Y	FIRE FLAME THROWER
L/R	L: CYCLE WEAPONS LEFT R: CYCLE WEAPONS RIGHT
S	START: STARTS/PAUSES SELECT: MOTION TRACKER

Aliens are much misunderstood creatures. They have their own cultures, their own comedians (such as foul-mouthed fogey David Alien), their own films (T - the Terrestrial) and even their own poets (the mega-popular Alien Ginsberg). However, because all they ever seem to do is slaver, eat things and go "screek", humans have an unhealthy tendency to slaughter these refined creatures whenever they come into contact with them. Unsurprisingly, the aliens are a little miffed by all this, and when the human race establishes a penal colony on their holiday home it's the last straw and the aliens decide to fight back.

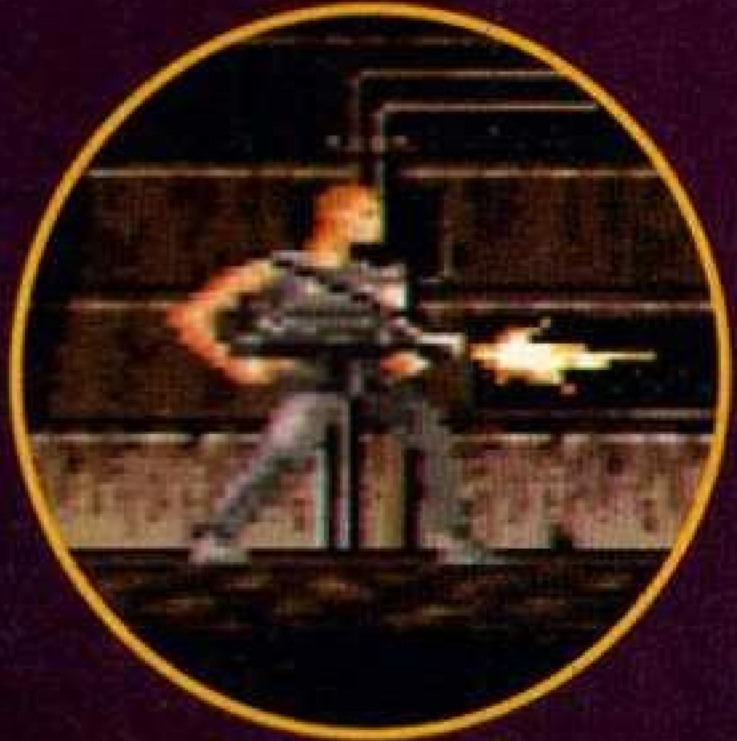
However, hope for mankind has arrived in the shape of Ripley, a woman with no small experience in the field of xenocide. Having crash-landed on the self-same planet in her escape pod full of guns, she's in the perfect position to save all the dangerous criminals and nuke the normally peace-loving creatures into extinction.

Such is the vague plotline behind Acclaim's rather oblique conversion of the third film in the Alien saga. However, who cares about plots when there's platforms to jump across and scores of alien cannon-fodder to blast into oblivion? You play the part of Ripley, and as such it is your job to rid the barren planet of all non-human life - so get out there and get on with it...



COCOONED PRISONER

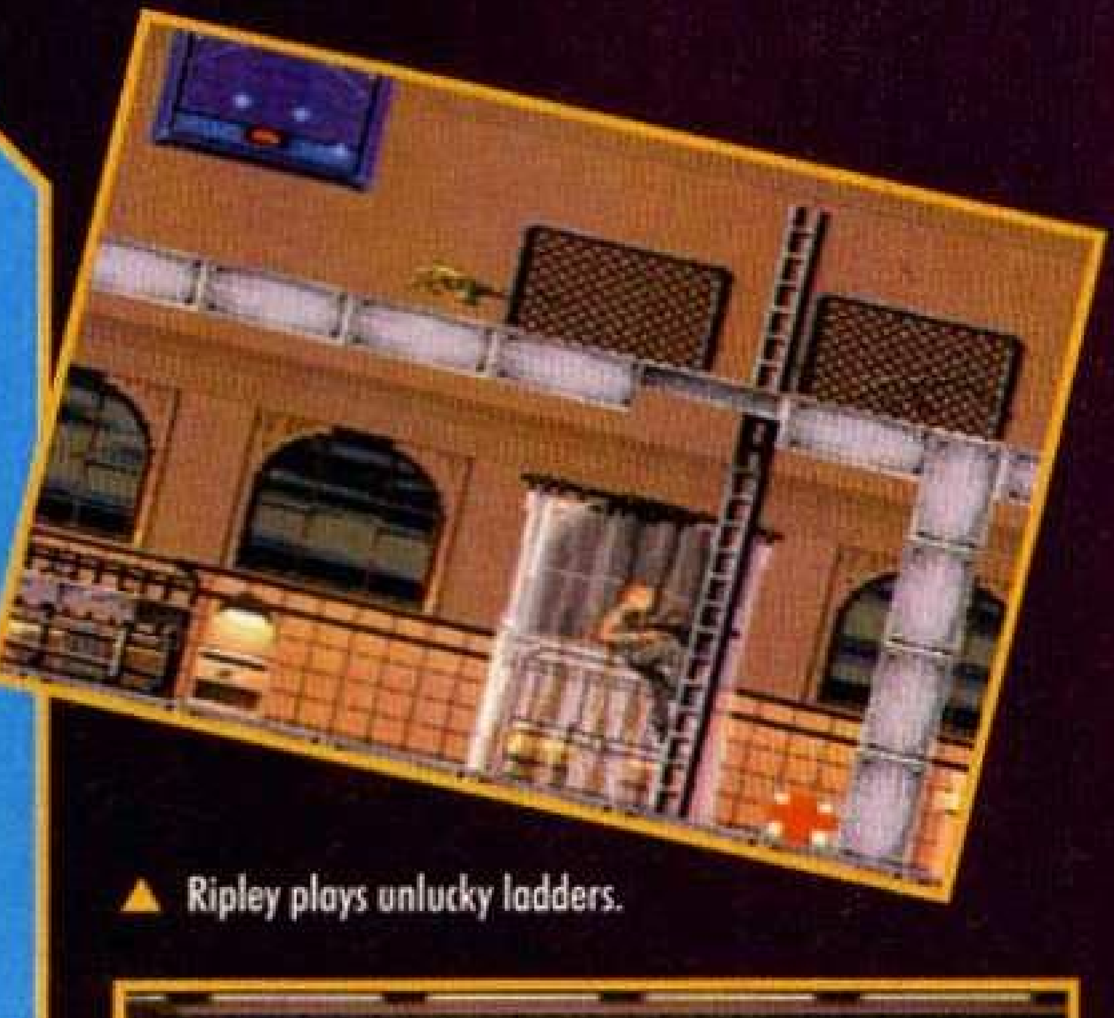
CELL BLOCK #9
TH ANNERS HAVE PICKED UP A
QUANTITY OF PDT'S (PERSONAL
DATA TRANSMITTERS). 9 PRISONERS
MUST BE COCOONED IN CELL BLOCK
#5 AND CELL BLOCK #9.



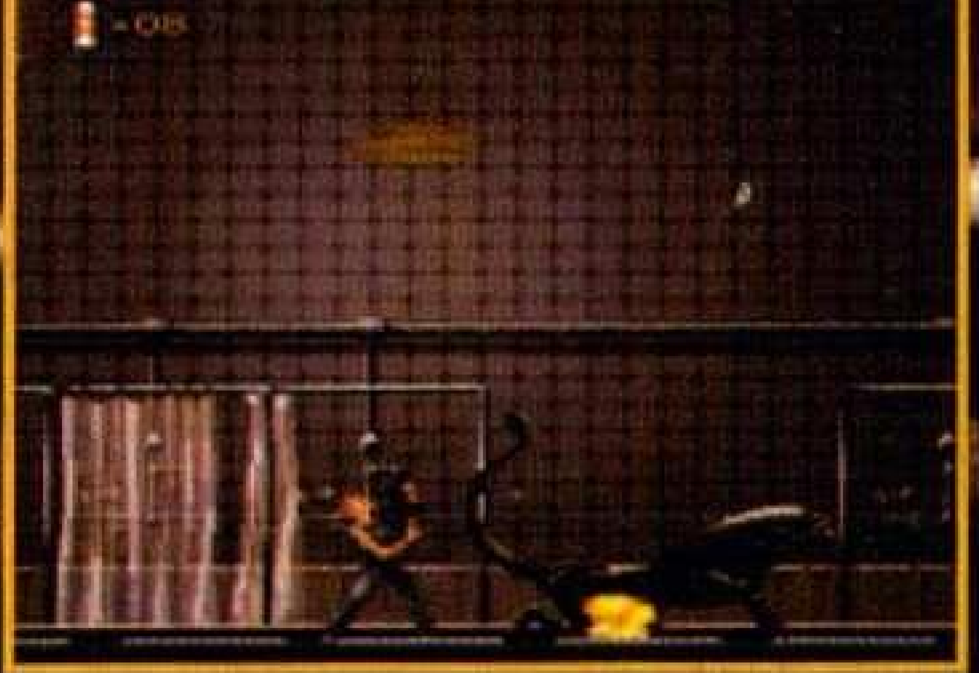
ALI

RIPLEY'S WORK YOUR BODY SHOW

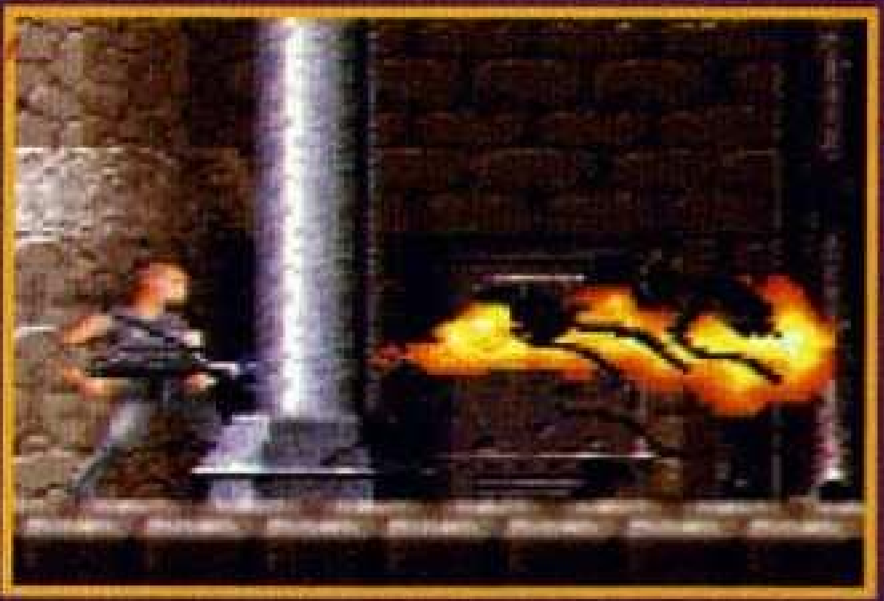
Ripley is quite the athlete, and is capable of any number of agility-type feats. For starters, she legs it around everywhere without ever tiring. She also has quite incredible jumping abilities, and leaps across long distances and tall heights effortlessly. Ripley also delights in swinging across bars, like in the Krypton Factor, although should she hang on for too long her arms start to tire, until she eventually loses her grip and plummets like a stone. However, her feats of strength are matched by her displays of cat-like agility (it says here). Ripley also assumes a crouching position with ease, and squatting like this she is able to walk in either direction. Lastly, no matter what her situation, Ripley is able to shoot in any of the eight joypad directions, making for 360 degree alien annihilation at any time!



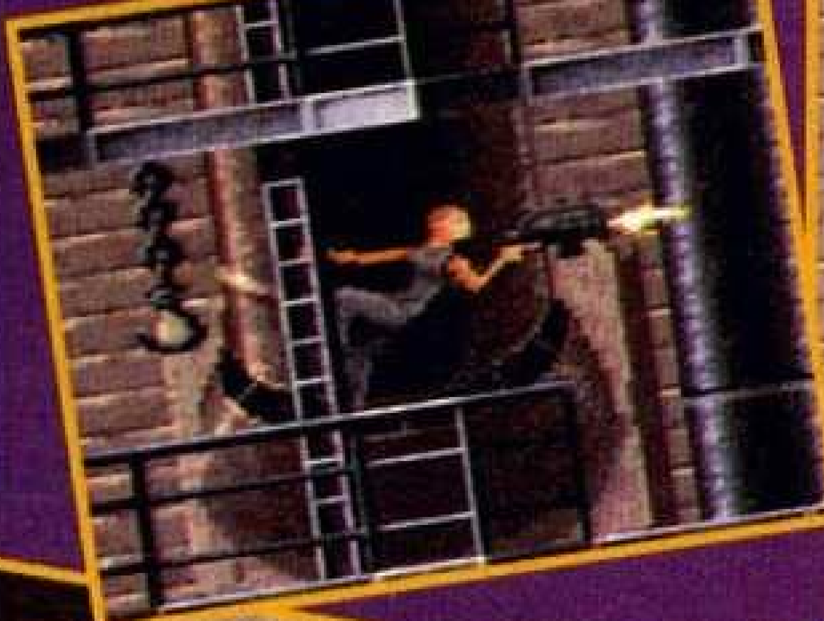
▲ Ripley plays unlucky ladders.

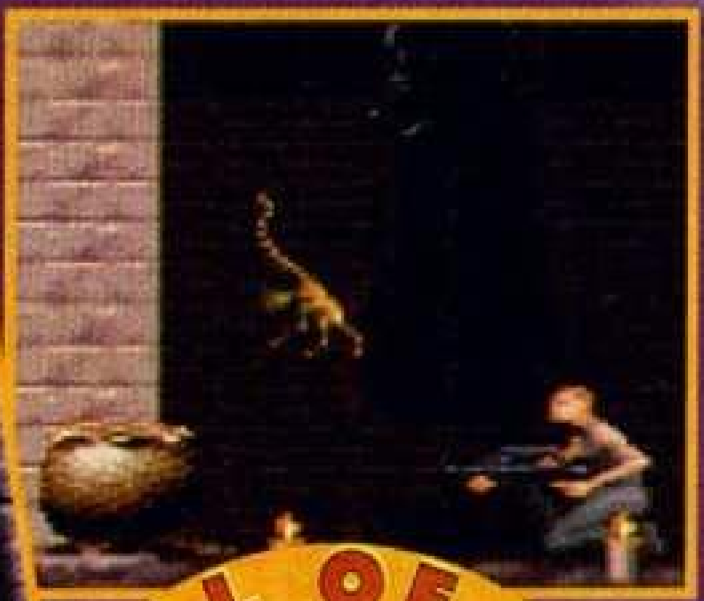


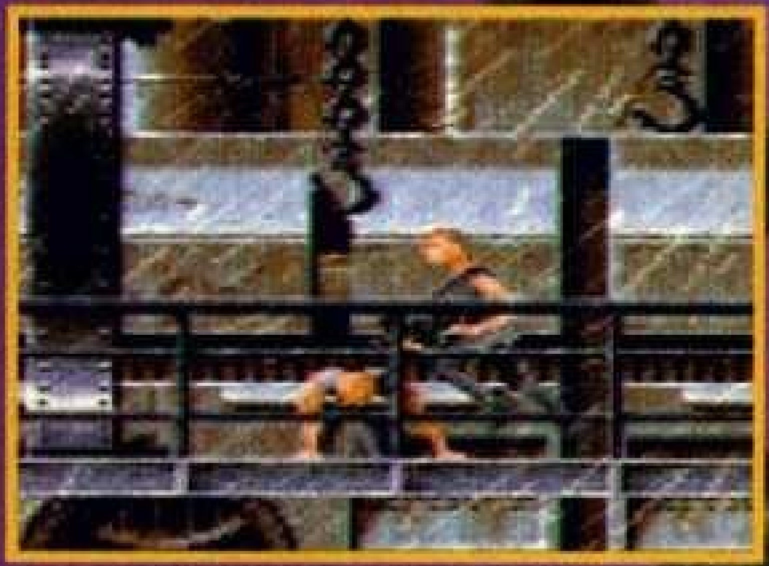
▲ Mind it with that tail. You could have had my eye out!



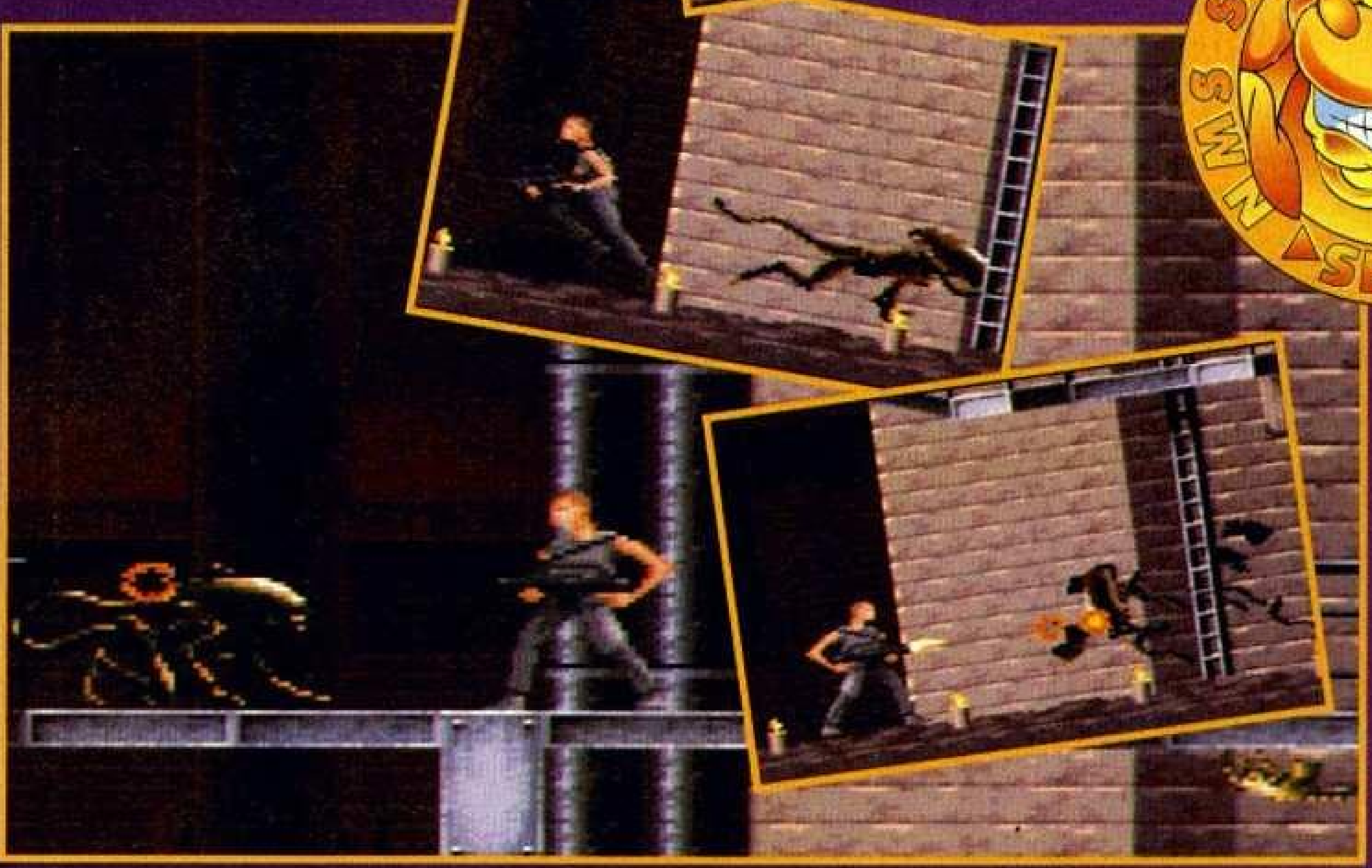
Hoorah, my vindaloo shot works!







Bow to me, lowly cur...



E N 3

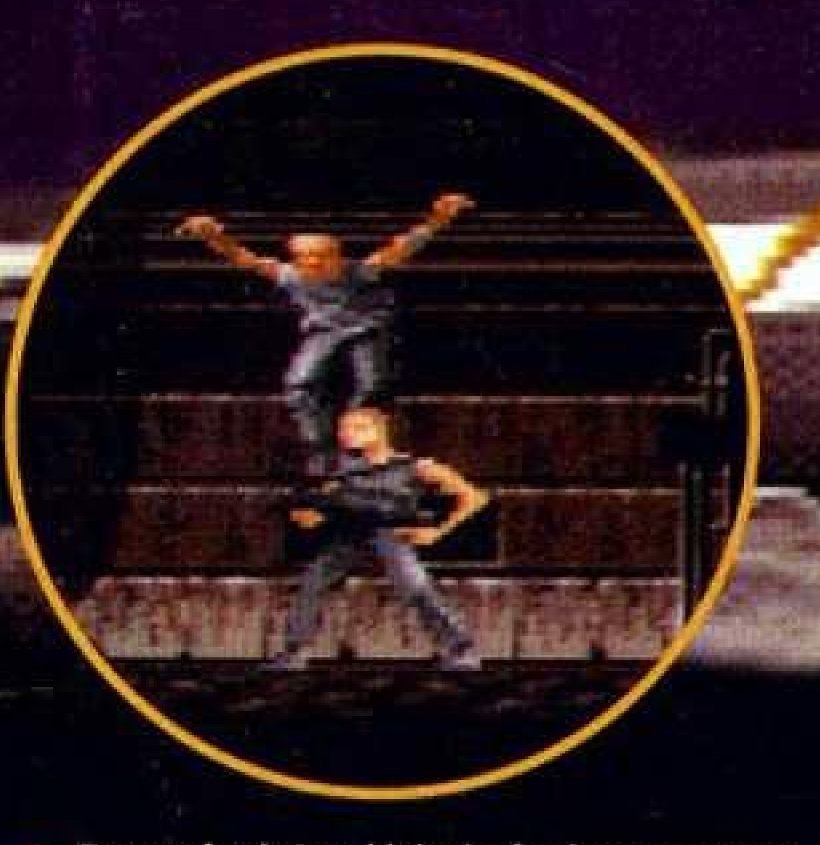
CHOCOLATE NUTTY BAR

An Alien film wouldn't be an Alien film without one of those groovy motion trackers that warns the heroes of the inexorable advance of the scary aliens creeping towards the party. And, with this being an Alien game, all those motion-tracker moments are faithfully reproduced. Rippy's tracker displays approaching aliens as glowing blobs, with the range extending to roughly two screens away. The sensor also tracks in eight directions. allowing the player to check on alien activity before jumping up or down to a new platform. The only drawback is that the tracker itself is part of the weapon selections, meaning an end to all fire arms-type shenanigans should you wish to track your foes.

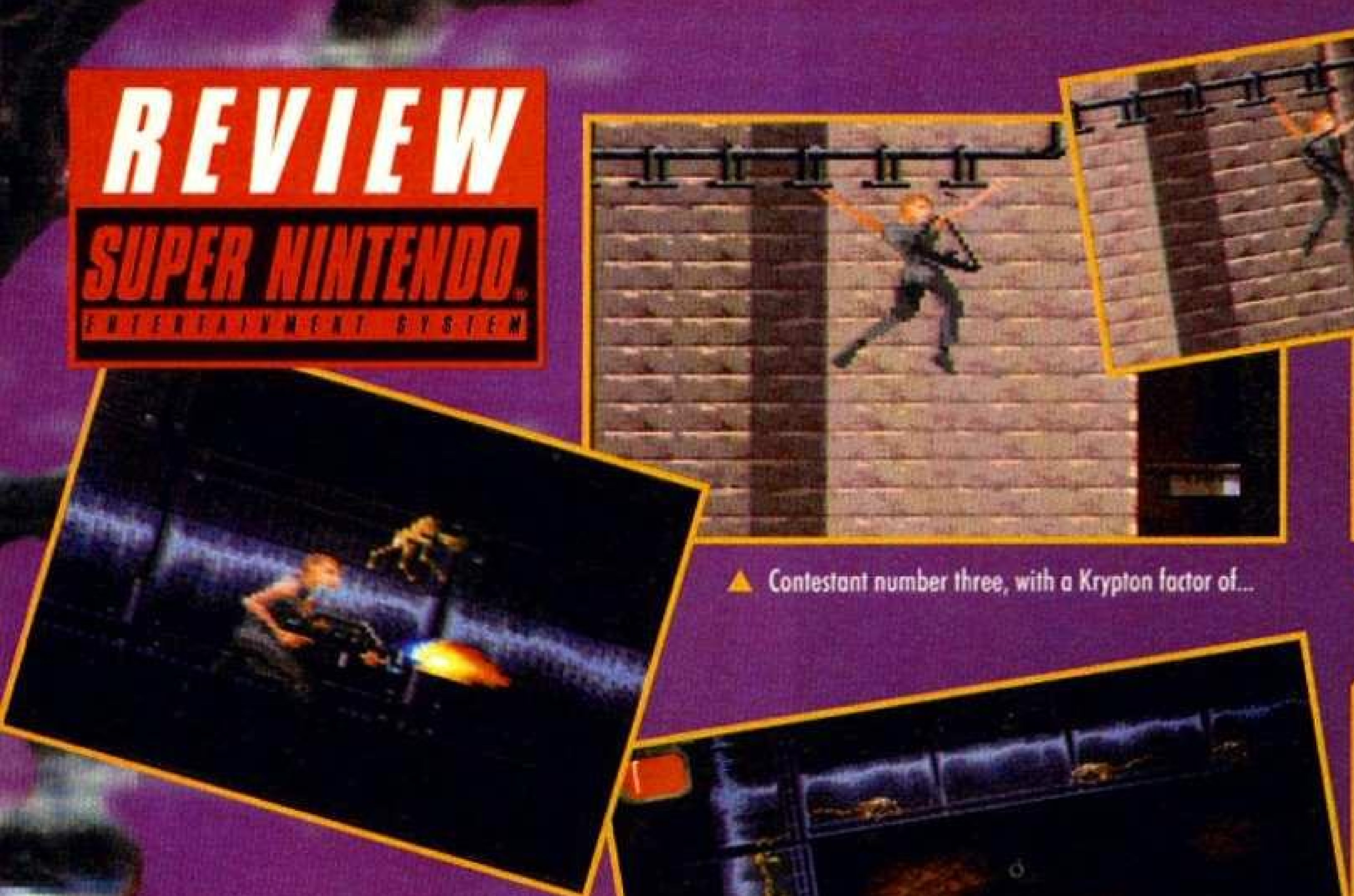
COMMENT

RAD

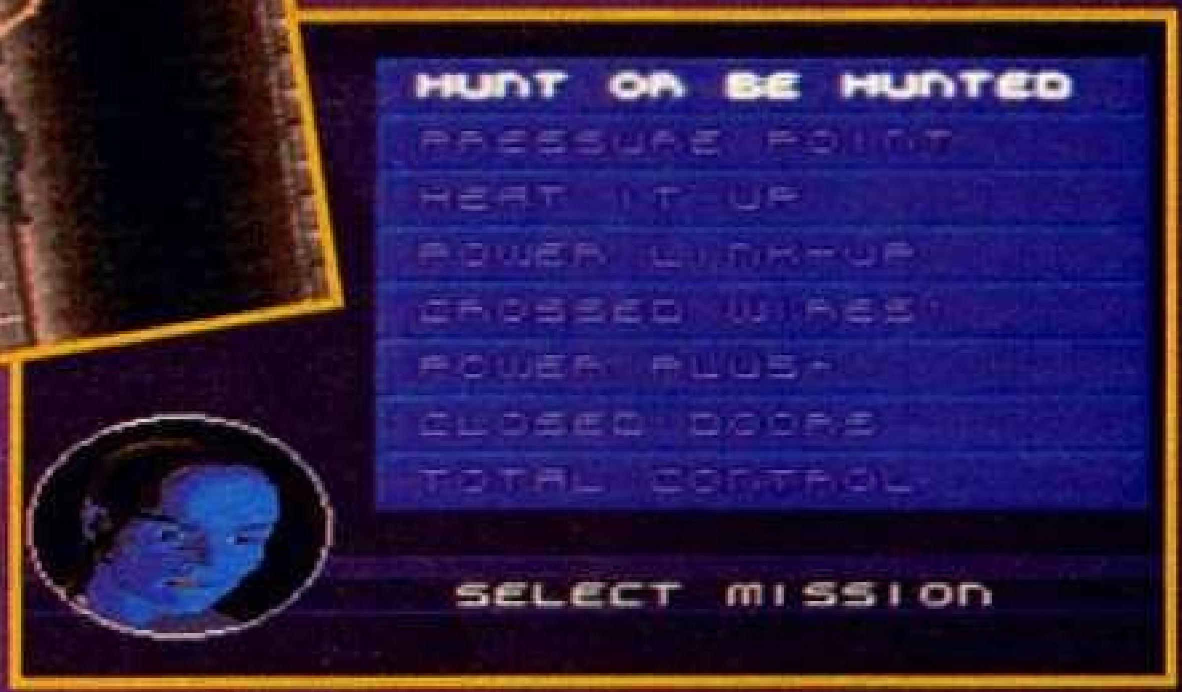
What with Super Probotector and Cybernator already doing the rounds, you might think Alien 3 isn't really worth bothering with. However, there are sufficient original aspects to the game to make it well worth a look. The missions available are varied and require a variety of skills to complete, from straightforward blasting affairs to more stealthy rescue and repair operations. That said, there is a huge arcade bias to Alien 3, and you need all your wits about you to survive the constant stream of attacks. Programmers Probe have used the Alien license to full effect, with loads of different xenomorphs small and large, as well as breeder pods to tackle. The environment itself is the ideal playground for such death and annihilation, the zillions of platforms and crawl-spaces making proper motion tracker use essential. Alien 3 is a huge, sprawling game of blinking toughorama proportions, and is one even the most battle-weary of kill merchants should nab as soon as possible.



Damn, if only I could think of a decent caption!



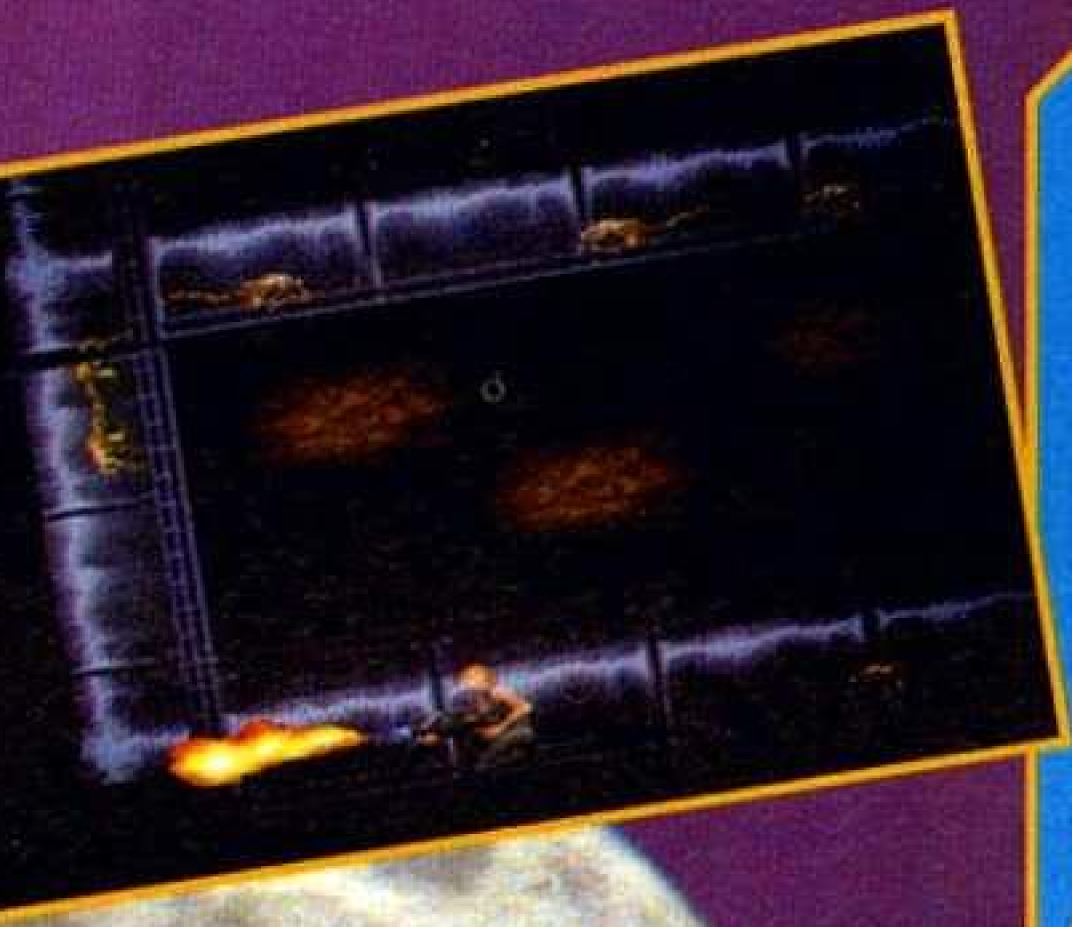
Contestant number three, with a Krypton factor of...

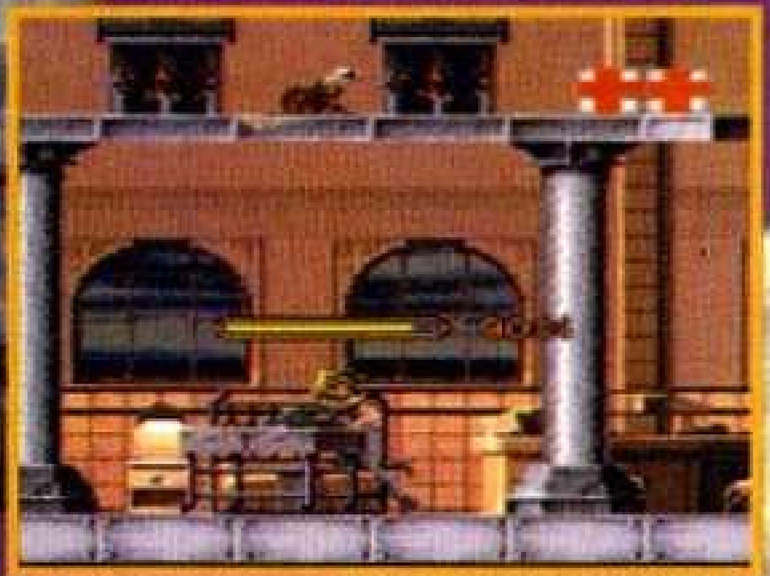


HUNT OR BE HUNTED
PRESSURE POINT
HEAT IT UP
POWER LINK-UP
CROSSED WIRES
POWER PLUS
CLOSED DOORS
TOTAL CONTROL

SELECT MISSION

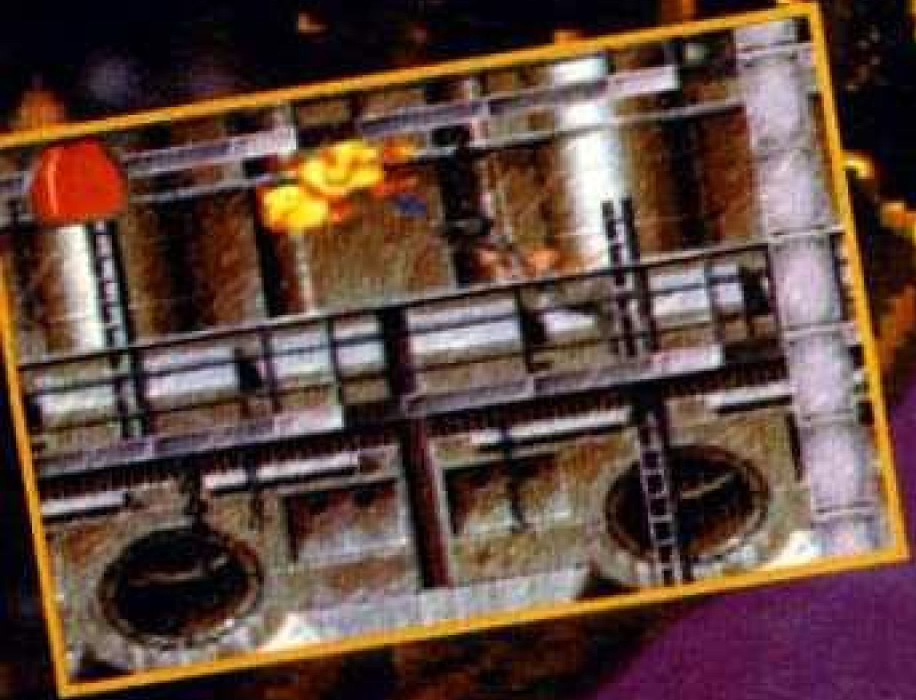
Hmmm. Not one of Fraser's better choices for a caption pic.





Ripley ducks as a mutant energy bar flies past.

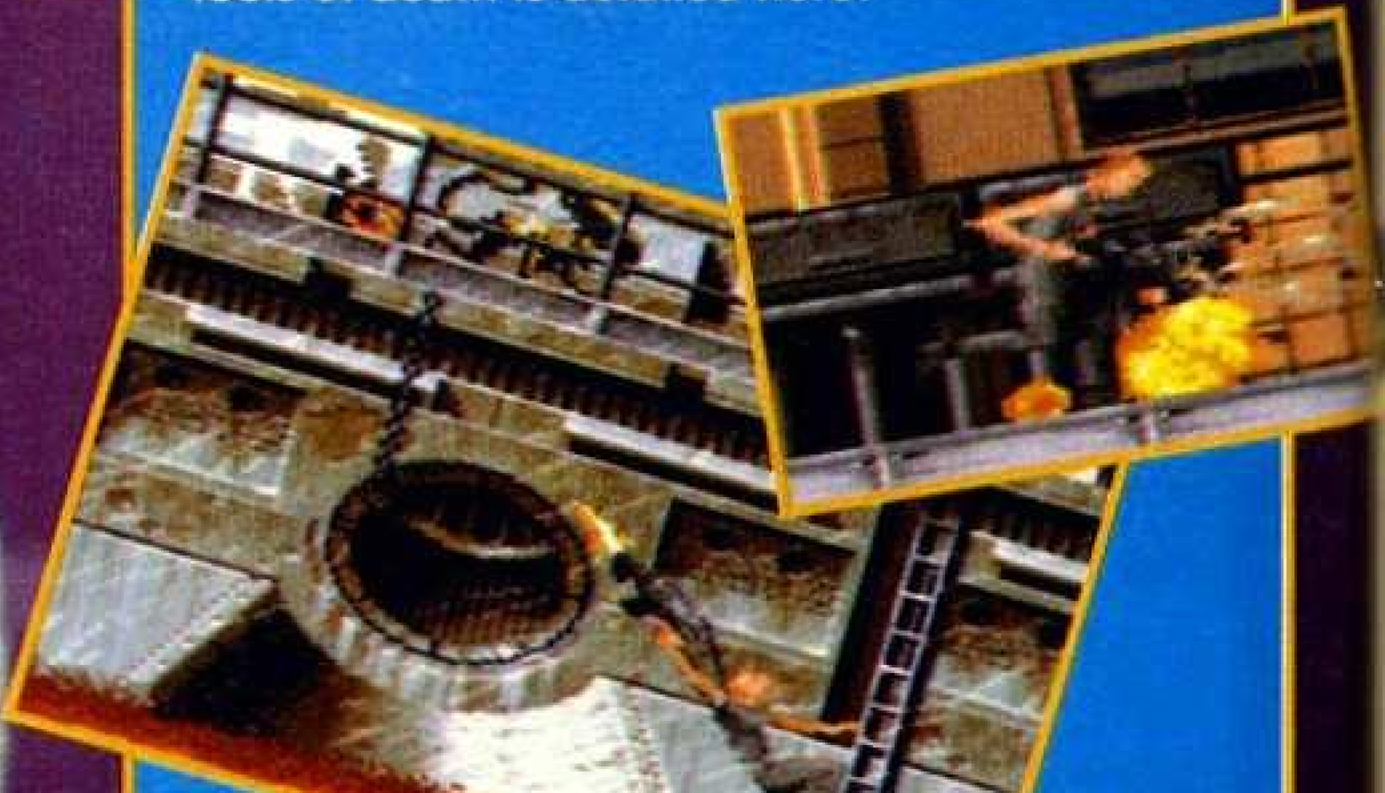
My gun's not been feeling to well.



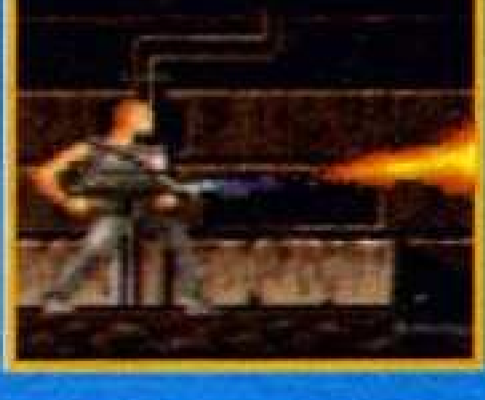
A giant Apple makes an unscheduled appearance

AARGH! KILL! KILL! KILL! DEATH!

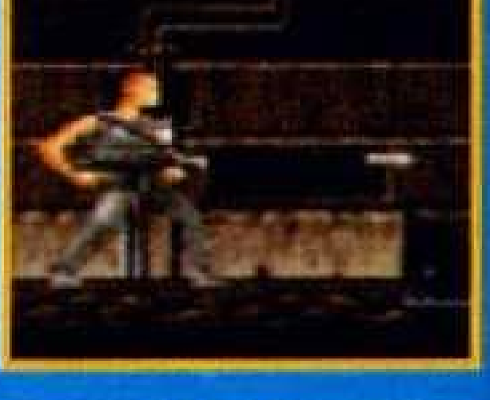
As in the film (well, maybe not), Ripley has a vast arsenal of weaponry at her fingertips. However, she has only a limited supply of ammunition for each weapon. Luckily, though, the prison doubles as an ammo dump, so it's quite common for the shaven-haired heroine to stumble across a box of ammunition for one of her instruments of destruction. Each of her tools of death is detailed here:



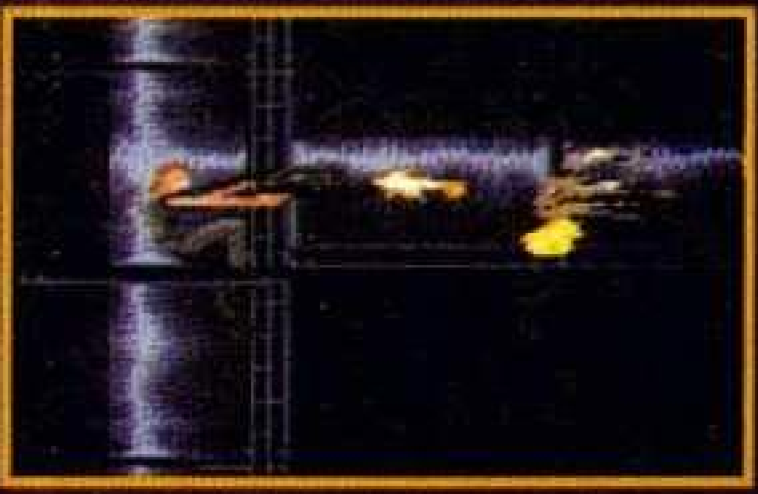
MACHINE GUN
Standard gun which spits out bullets incredibly fast. Thoroughly useful against the smaller Facehuggers, but not powerful enough to tackle full-blown aliens.



FLAME-THROWER
Comes in three colours: standard flame, green (more powerful) and blue (very powerful indeed). Most useful in confined spaces such as crawlways, and also burns through certain platforms. However, although power is no problem, range certainly is.



GRENADE LAUNCHER
Spangs high-powered grenades across the screen, which ricochet off platforms and doors. Not much ammo available, so don't waste it on anything less than a big monster alien of a hive of Facehugger-spawning pods.



▲ Noodle-oodle-oodle Alien scum

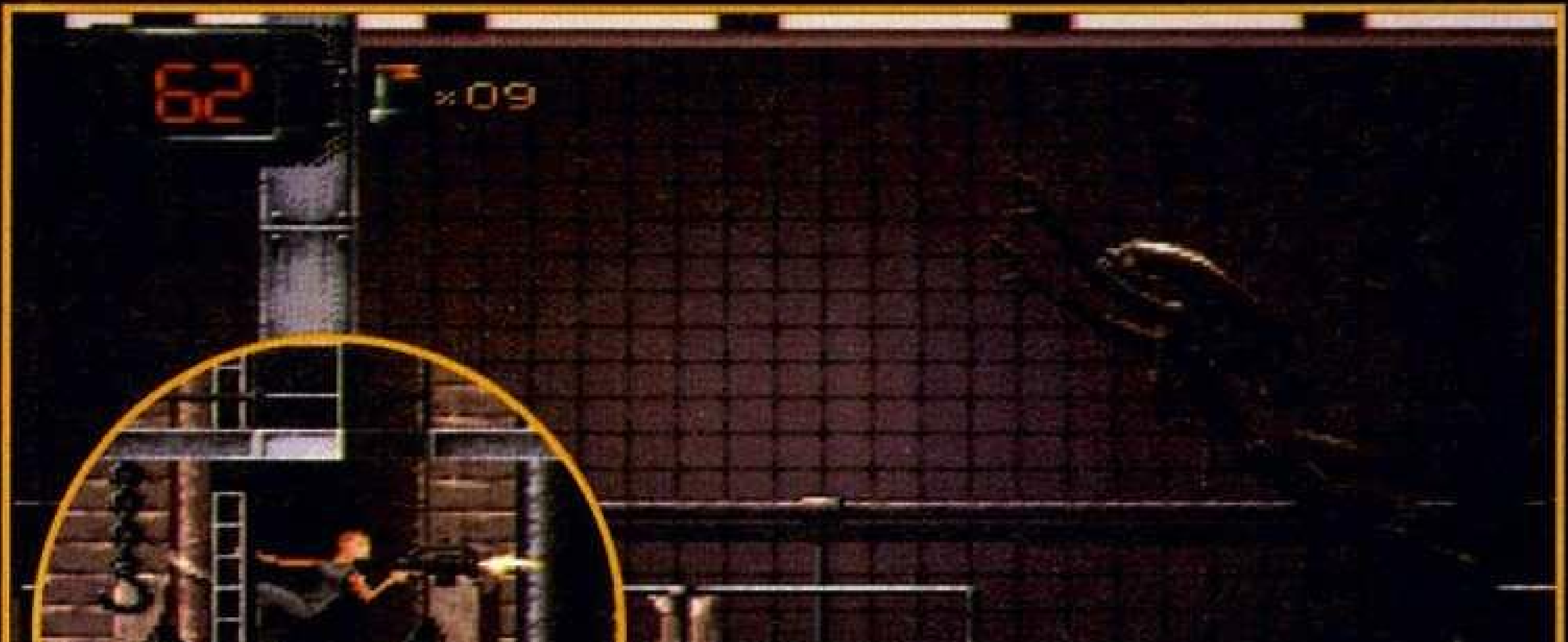
▲ Sun journalists try to spot Di in her bikini.

▲ Ripley helps an Alien find its lost contact lens.

COMMENT

STEVE

At last, a film licence which actually lives up to its potential. Fine, so Alien 3's only relevance to the film is that it's got Ripley and aliens in it, but then again trekking around looking for one alien whilst holding a lit piece of oily rag would hardly make for an exciting game! From the opening sequence where Ripley is ejected from the Sulaco to the brilliant and instantly recognisable backdrops, everything about Alien 3 is superb. Graphically, it is far more detailed than I was expecting, and anyone who has seen the film will be amazed just how close the many screens and tunnel networks are to those of the film. In addition to this stunning presentation, Alien 3 is no slouch in the gameplay department either. Ripley proves to be an extremely capable sprite, and even if you don't fancy tackling one of the many missions, simply scouring the huge prison for rogue Facehuggers and aliens is great fun. Overall, Alien 3 is quite simply the best game to emerge from Acclaim for ages, and a brilliant example of just how good a film licence can be.



▲ All spot the ball entries should be sent to NMS, Priory court... Tee Ho!

MISSION-ARY POSITION

Although Ripley's main objective is to kill everything, the task is broken up into a number of smaller objectives. These missions are accessed via the mainframe computer at the entrance to the prison complex. Each mission requires Ripley to explore a different part of the prison and achieve certain goals. For instance, one of the objectives requires Ripley to repair some of the damaged pipes that serve the essential heating system, whilst others are based more on wiping out hordes of aliens, such as the operation whereby a room full of alien-breeding pods needs to be destroyed. Once a mission is chosen, a map screen appears detailing where all the objectives of the task are, also allowing the player to pick the best route through. Having perused this, there's a final chance to back out of it before setting off. However, if you're having a bit of trouble halfway through a mission, it's possible to return to the mainframe and select a new objective. And if you're a bit of a slacker and don't fancy doing anything, simply don't select any mission at all. Ripley still has complete freedom of movement around the environment and may just blast away at the alien hordes to her heart's content!

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	□	□
ACTION	■	■	■	■
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	■
ORIGINALITY	■	□	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	■	□
YEAR	■	□	□	□

PRESENTATION 92

▲ Smart introduction, mission select, Game Over screens and so on. The presentation itself adds a lot to the atmosphere of the game.

GRAPHICS 95

▲ Stunning animation, incredible alien sprites, smart backgrounds and generally wonderful graphics all round.

SOUND 85

▲ A variety of highly atmospheric tunes, and any number of doom and exhume-related effects from huge explosions to tiny skrikes.

PLAYABILITY 95

▲ Huge range of moves, plenty of variety and herds of armageddon-type fun.

▼ Control system takes a bit of getting used to.

LASTABILITY 94

▲ A huge game, loads of missions, and very hard to complete. You'll want to go back and kill the aliens all over again...
▼ Although some of the more strategic missions may lose their appeal.

OVERALL 94

A steaming great big wonderfulness of a game. Plenty here to satisfy anyone's tastes.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** ATHENA
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SHOOT EM UP
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:**
1
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Hard
- **CONTINUES:**
3
- **RESPONSIVENESS:**
Good
- **1ST DAY SCORE:**
Reach Level 3
- **GAME ORIGIN:**
Another horizontal scroller, again!

CONTROLS

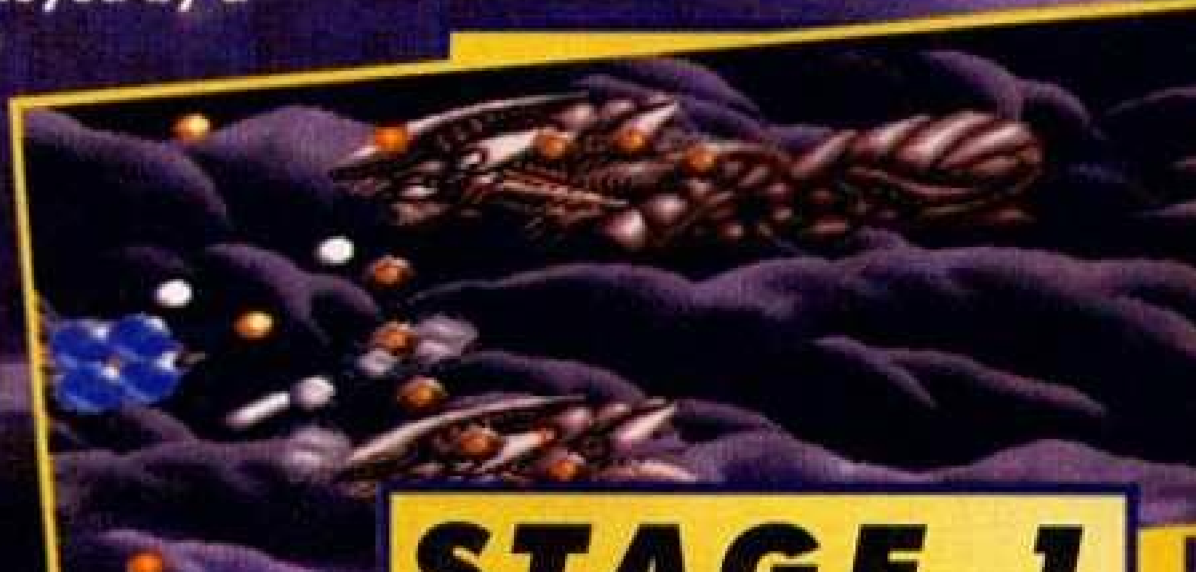
- **HOW TO PLAY:**
It's more blasting malarkey, as another galaxy comes under attack from an alien menace. Shoot, dodge, and shoot some more - you know the score...

A	GAM SPREAD
B	SHOT
X	GAM SMASH
Y	GAM CHARGE
L/R	L: NO FUNCTION R: NO FUNCTION
S	START: STARTS/PAUSES SELECT: NO FUNCTION

BIO M

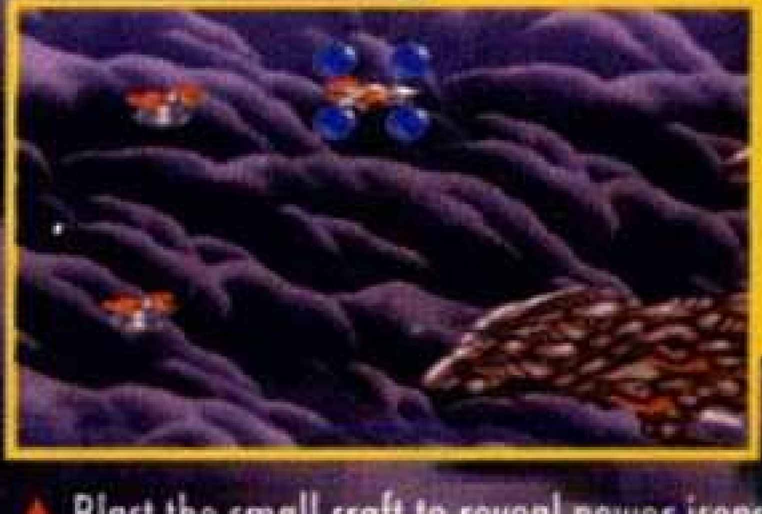
The events now recorded take place in the aftermath of a war that divided the Milky Way in two. Half felt they had faced the ridicule of being known as pre-pubescent Mars Bars, and had felt the pain of every criticism thrown against their inability to satisfy the average stomach. The others argued their light and fluffy centre was the mark of a noble tradition and that the formula should never be changed. In the end, war broke out not over this, but over the ridiculously obvious and dire pun made of the term 'Milky Way'. The community were also disgusted at the use of such a cheap gag unashamedly employed by a writer who wanted an easy way to introduce a review!

Now the war is over, and just as people were putting away their ration books, it suddenly became apparent that the war had used up all of the galaxy's resources. Troops were sent out to planet UP457 where it is believed there might be a trickle of supplies but were viciously slaughtered. It turns out that a mutant half mammal, half machine creature known as 'Bio Metal', is reproducing at an alarming rate. So it's down to the crew of a state-of-the-art 'WASP' Fighter to destroy this alien species within 32 hours, before they destroy the universe and generally prove a nuisance, etc.



STAGE 1

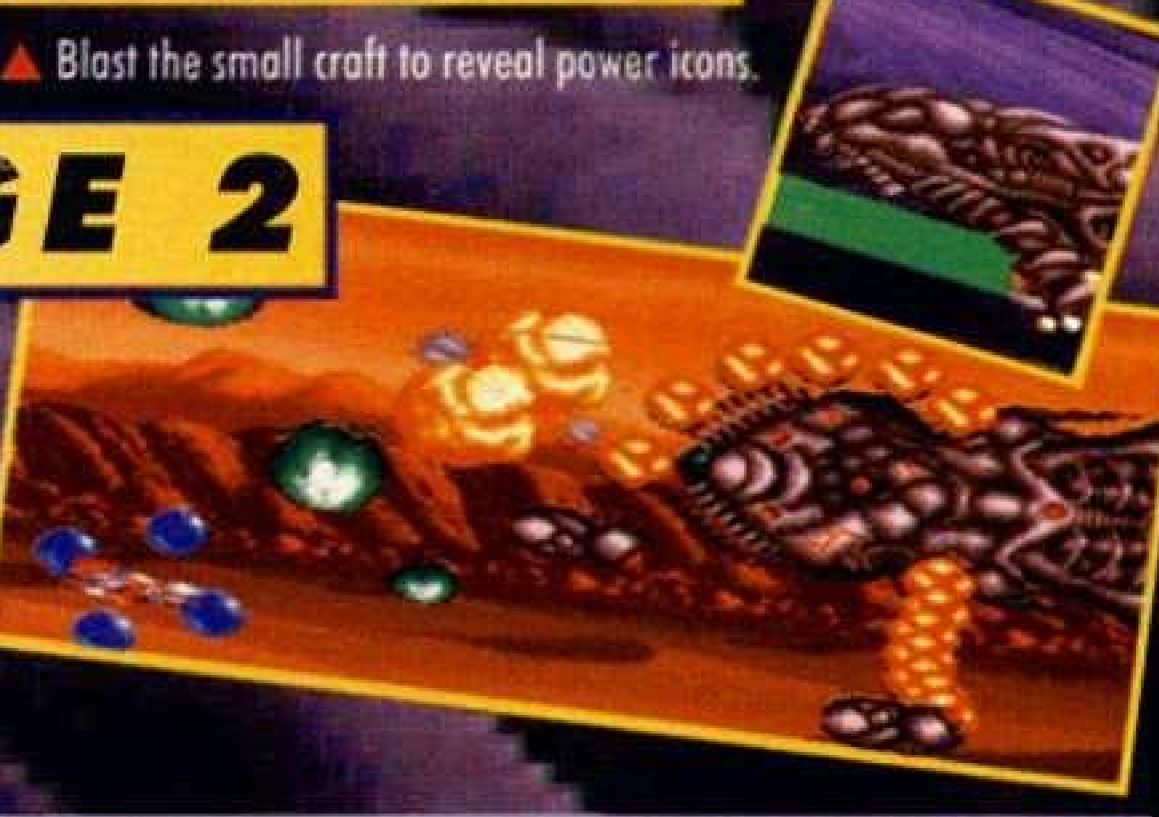
Engage an early BM assault squadron that has penetrated the planets atmosphere. Power up early and annihilate all traces of those alien scumbuckets!

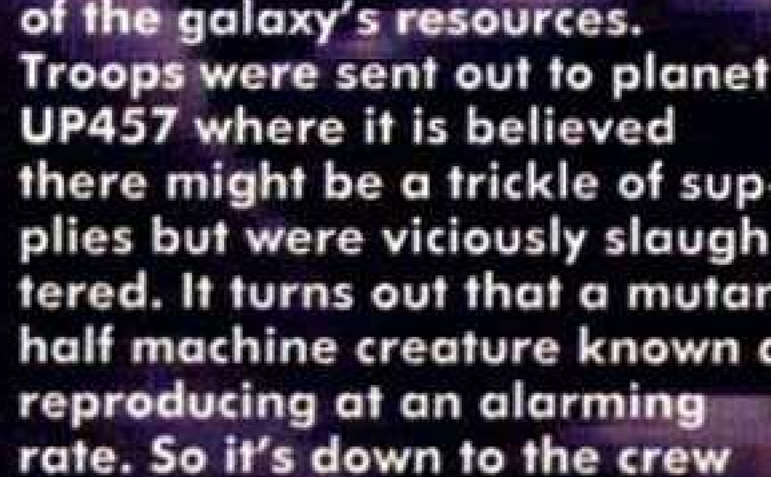


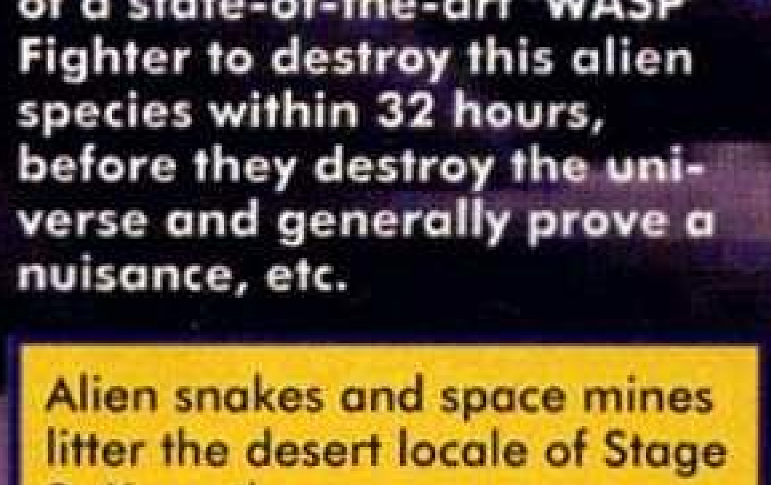
▲ Blast the small craft to reveal power icons.

STAGE 2

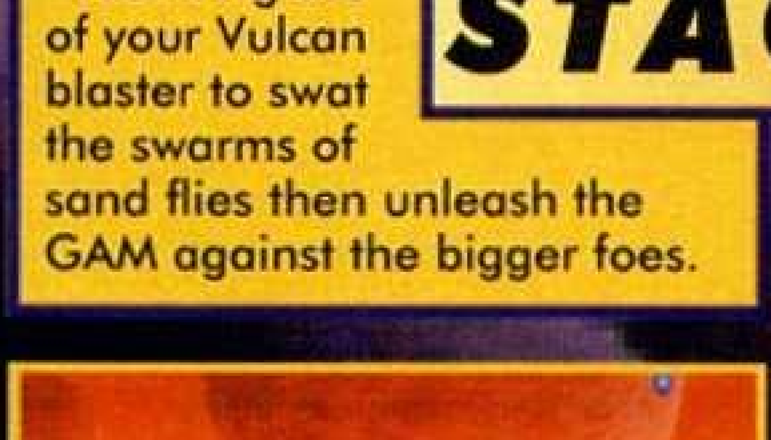
Alien snakes and space mines litter the desert locale of Stage 2. Keep the wide firing arc of your Vulcan blaster to swat the swarms of sand flies then unleash the GAM against the bigger foes.





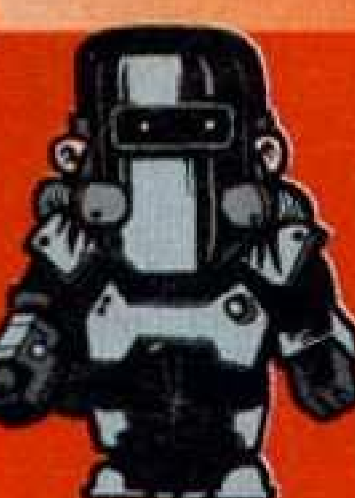


▲ Use the GAM, Luke, use the GAM!



▲ Thrusting, er, beings provide the challenge to our 'WASP' attack craft.

COMMENT

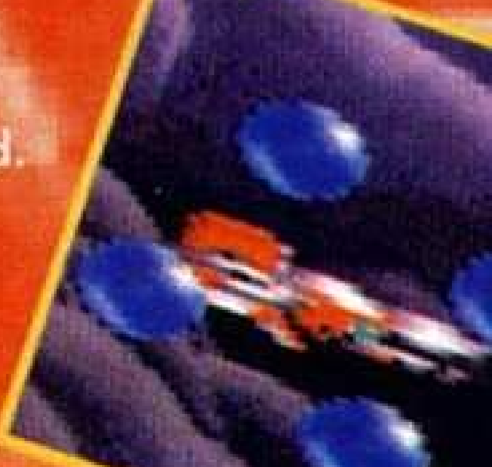


ROB

What we have here is another no-frills blaster to add to the already dangerously high pile. For all its fancy graphics and sound effects, there's no disguising that everything in Bio Metal has been seen countless times before, and is normally a little more polished than this, too. That's not to say that Bio Metal is a bad example of the genre, it's just that with every new blaster to emerge, the shoot 'em up brigade should continually adapt and add new ideas to the process - progress, I believe it's called! In addition to its lack of original features, though, Bio Metal also suffers from the dreaded 'slow down', with things getting really sluggish when the screen starts getting full. A rather tired effort, I afraid, and one which deserves to fade into obscurity straight away.

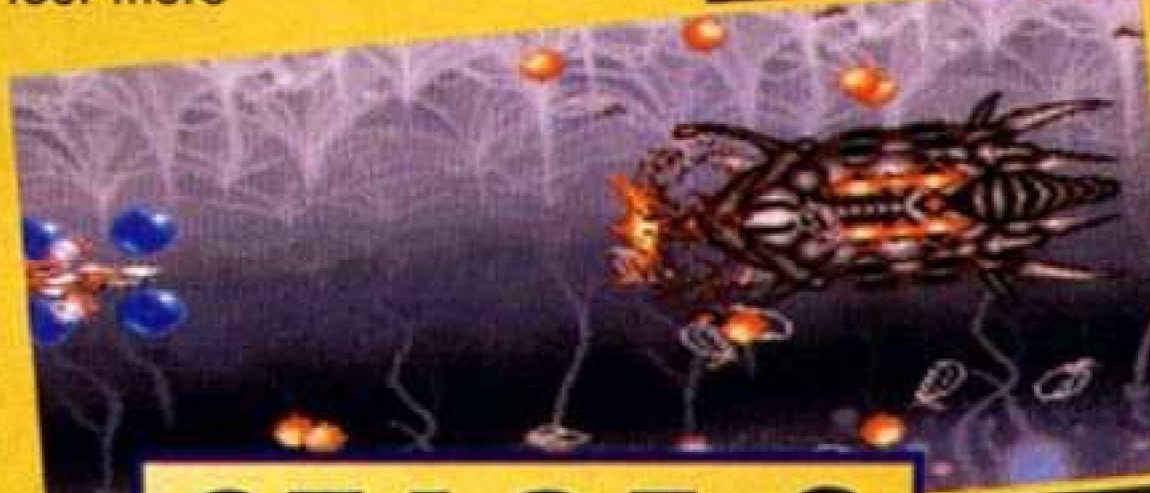
ETAL

GREAT BALLS OF FIRE

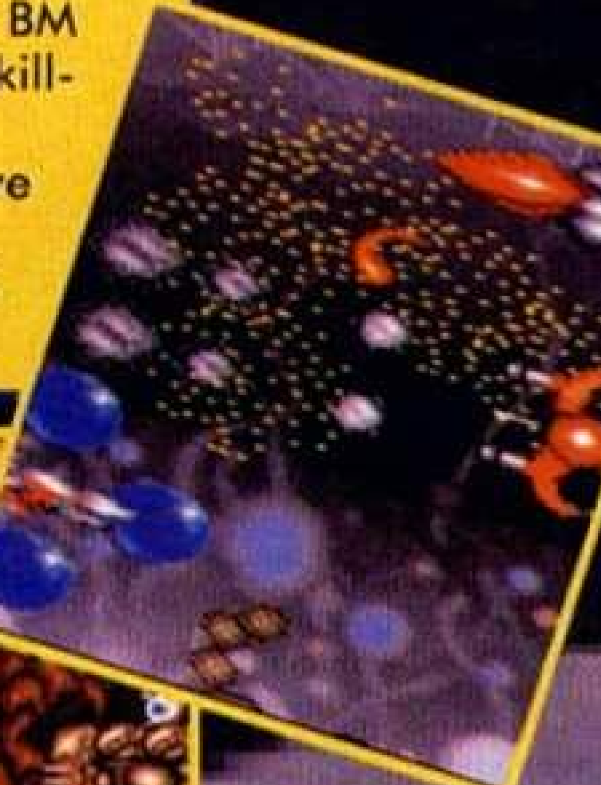


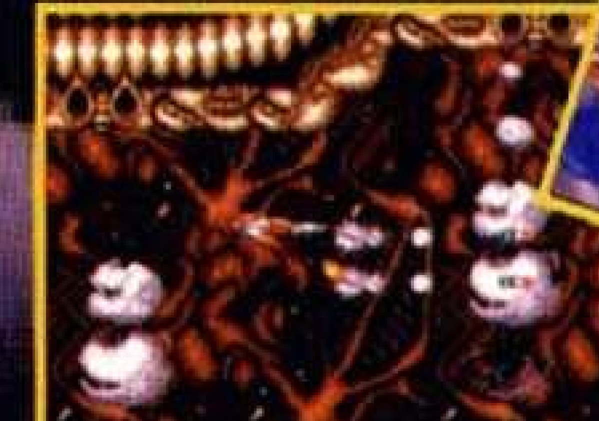
Because Bio Metal is so tough, the WASP fighter comes fitted with a guard. This has several uses. Primarily it protects the ship from the endless bullets rained upon it, but it can also be used to attack. When surrounded by a swarm of enemies, the guard can be triggered to revolve at a greater circumference, which basically means it wipes out most of the enemies on the screen. The guard can also be used in boomerang fashion, and sent out to destroy an enemy some distance away before returning. Remember, however, that while the guard is off blasting enemies out of sight the ship is then exposed to attack.

Those Xenomorphic-Xentrix fans don't know when to give up so it's up to you to pilot your 'WASP' fighter through four more levels and take out the BM production line. Only skillful flying and jammy GAM activation will save the day from those flesh/machine/broccoli combinations!

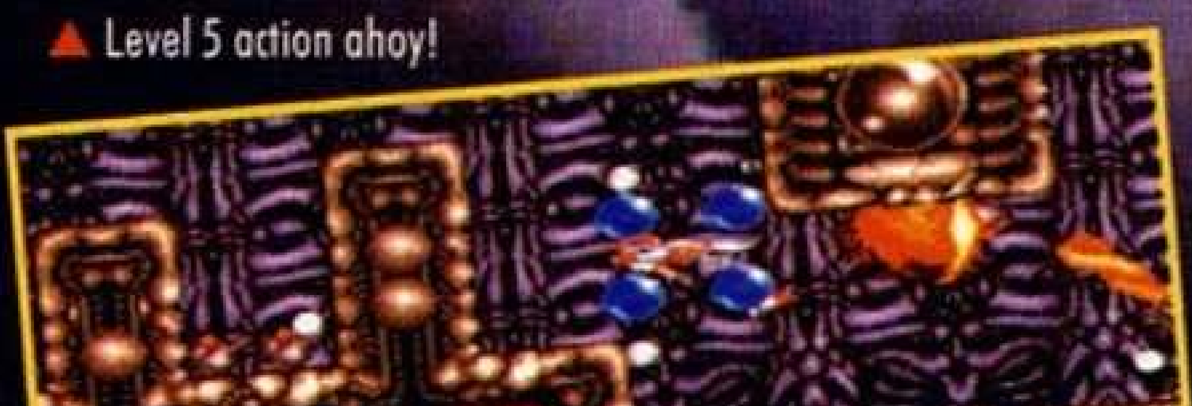


STAGE ?



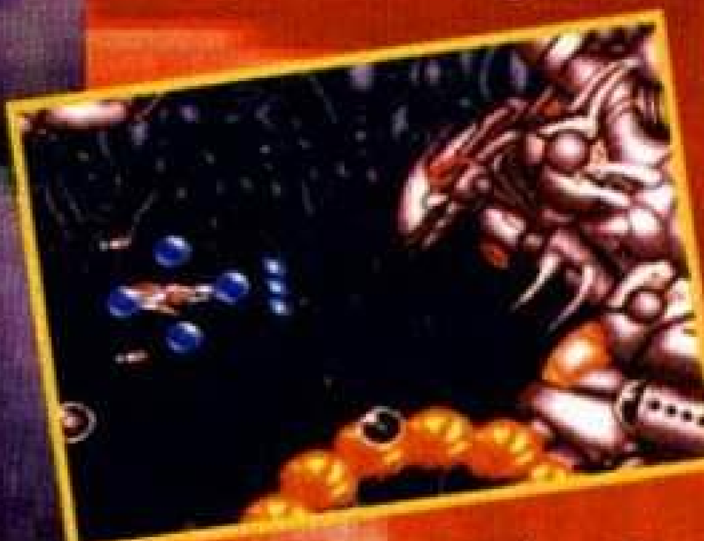


▲ Level 5 action ahoy!



PICK-ME-UP

As you would expect of your average shoot em' up, Bio Metal has got plenty of power ups to prevent those trigger happy downers. The standard weapon is a straight shooter but with the right power up this becomes a triple shooter. There is the laser which is more powerful, a wave weapon which is useful for taking out swarms of ships and homing missiles. Extra lives (always precious in this game) and an instant guard recharge can also be collected.



COMMENT

RAD

Bio Metal is a rehash of the loyally-followed formula used by Super Aleste and Axelay. Now I could harp on about the lack of inventiveness in this game, but you can probably figure that out for yourself by looking at the screenshots. That said, the strength of Bio Metal lies in just how incredibly tough it is. Even on easy level this is far from a breeze, but I was surprisingly unperterbed by my constant recurring deaths. The reason for this is that, you know that if you keep trying you can find a way through and master the stage you're tackling, which quite naturally gives you a sense of real satisfaction when you do. The screen is crowded full of great graphics and constant action. The drawback to this mayhem is slow down and sprite flicker that abound at times. This is where I genuinely felt frustrated because it could lead to deaths purely by being caught off guard when it pops up. To sum up, Bio Metal is one for blaster fans to prove they're not all mouth and no trousers.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	□	□	□	□
ACTION	■	■	■	□
CHALLENGE	■	■	■	□
REFLEXES	■	■	■	□
ORIGINALITY	□	□	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	□
DAY	■	■	□	□
WEEK	■	■	□	□
MONTH	■	□	□	□
YEAR	□	□	□	□

PRESENTATION 80

▲ Three difficulty settings, continue option.

▼ No password system

GRAPHICS 85

▲ Weird and groovy sprites, smooth animation.

▼ Serious sprite flicker at times.

SOUND 87

▲ Excellent techno beat tunes (boyee), good blasting sounds.

PLAYABILITY 78

▲ A tough challenge, if not a little frustrating at times

▼ Suffers from bad slow occasionally.

LASTABILITY 82

▲ The difficulty will keep you plugging away.

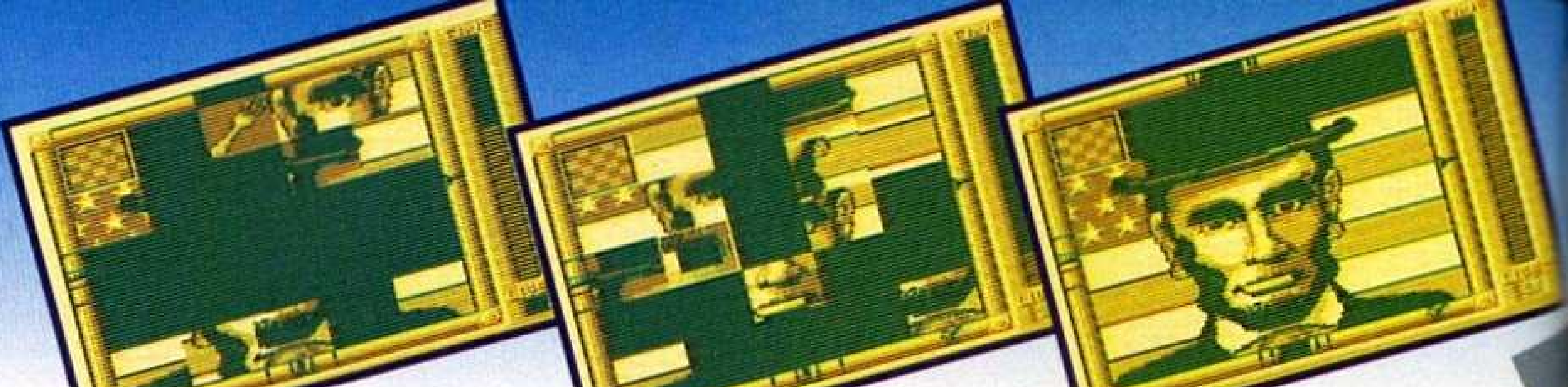
▼ Screen slow down is so-oo annoying

OVERALL 83

A good example of a well-used formula. The difficulty makes it challenging but the slow down is a problem.

REVIEW

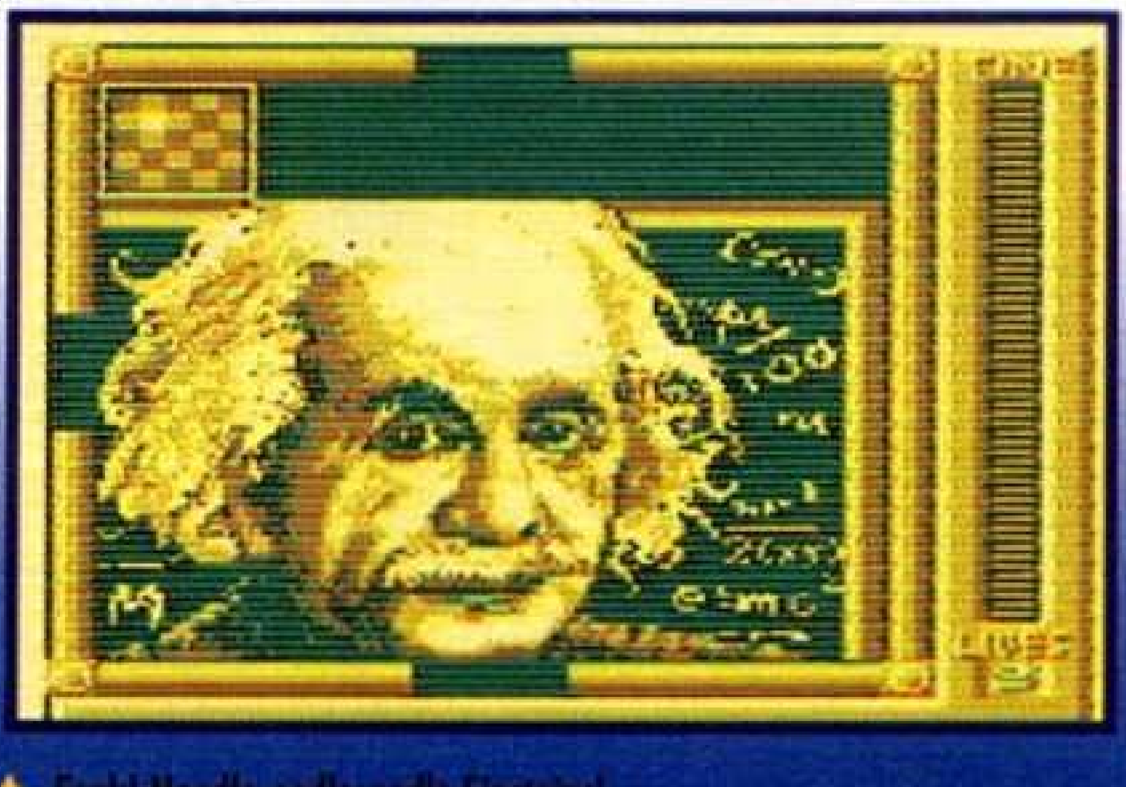
GAME BOY



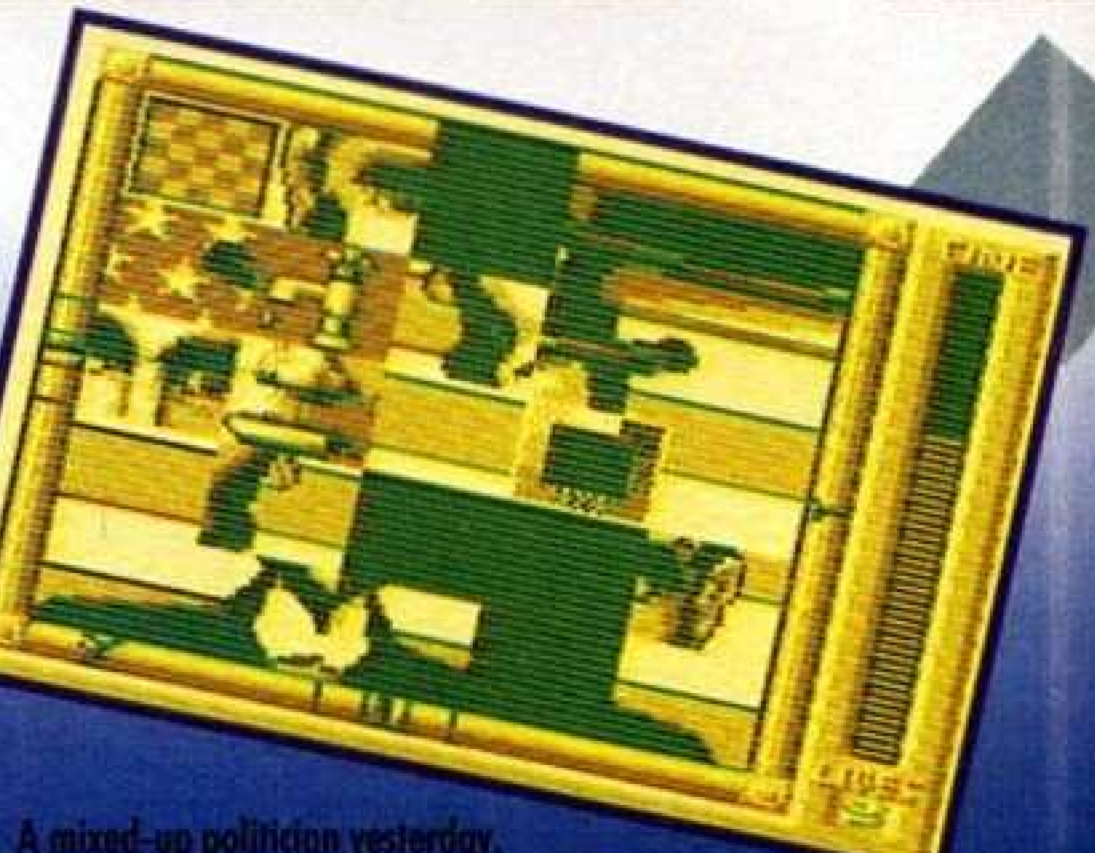
SPLIT

Originally an old C64 game, Splitz is an updated version for the Game Boy. Using a cursor, the player is given the task of piecing together a series of famous faces within a strict time-limit using a set of building blocks featuring a parts of the face. However, other items, such as bombs and diamonds, are also thrown into the screen and whilst the latter add bonuses to your existing score, the former explode costing one of your three lives if they aren't cleared in time.

It was with great nostalgia that I got to grips with Splitz. Although significantly harder than I recall, piecing together the faces proves incredibly addictive - if a little frustrating. In addition Splitz seems more suited to the handheld medium. In all, one of the best Game Boy puzzlers I have played. Corking stuff...



▲ Eeek! Noodle-oodle-oodle Einsteins!

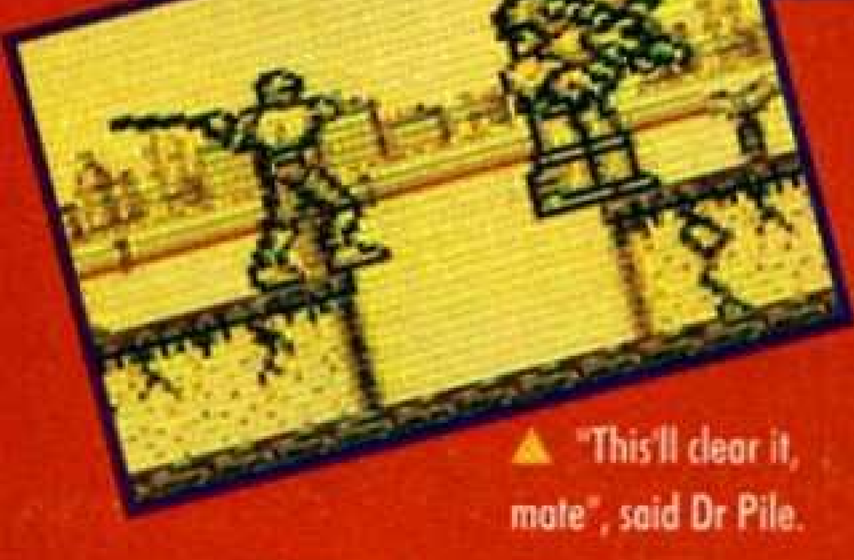


▲ A mixed-up politician yesterday.

REVIEW

GAME BOY

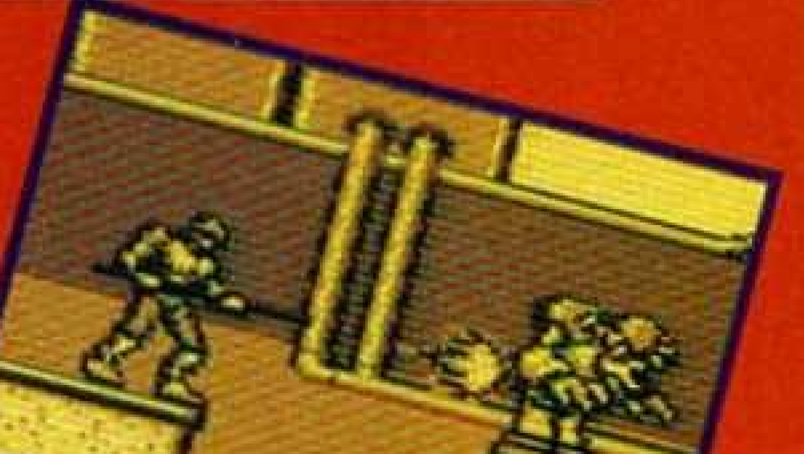
ZEN INTERGALACTIC NINJA™



▲ "This'll clear it, mate", said Dr Pile.

Konami's latest platform adventure for the Game Boy introduces Zen, the 'Intergalactic Ninja'. Zen's duty is to make sure that the galaxy's planets are functioning to the best of their ability. The Schnork famine on Jupiter was ably dispelled by Zen, as was the recent outbreak of 'inter-ring' war over on Saturn. Coincidentally, both troubles are the direct result of Lord Contaminus' galaxy domination regime! Now Contaminus has enlisted the powers of Smogger, Sulfura, Garbage Man and Oil Slick to completely ruin the planet Earth.

Zen encounters these four faces of world pollution so that he might rid planet Earth of them forever. After this he confronts Lord Contaminus himself in the hope of freeing our world's new 'Adam' - who is called Jeremy (?) - whose job it is to start things anew. Zen is one of the new breed of earth conscious, moralistic platform types. By leading him to victory Konami hope the player learns something, too. Does the player learn it's a good game, though?



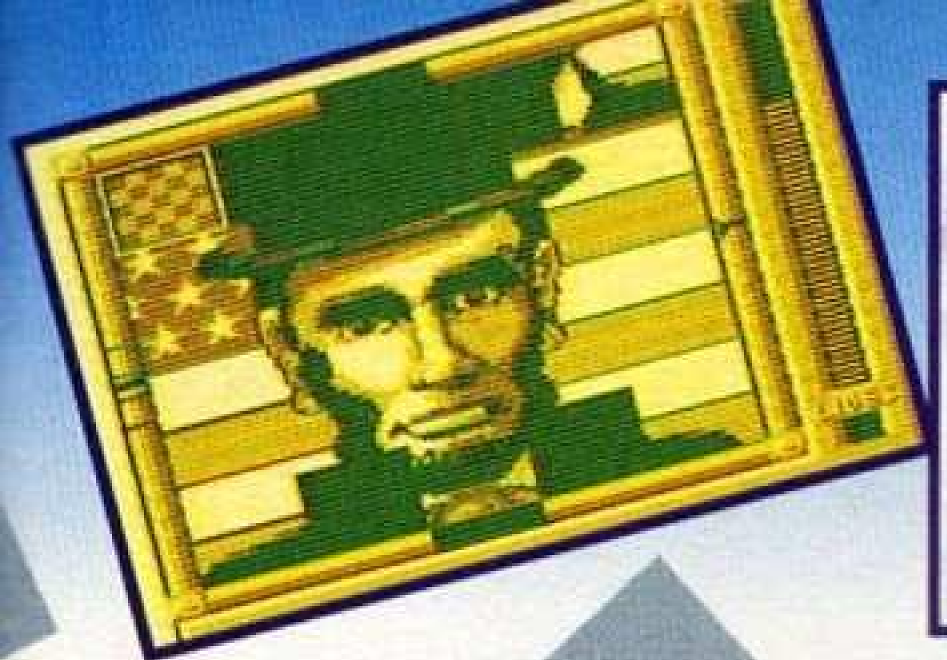
▲ "Ooh, blowback..."

A SUPERHERO'S JOB IS NEVER DONE! I GUESS I'LL HAVE TO SAVE THE WORLD AGAIN.

ANYBODY GOT A GAS MASK!?!

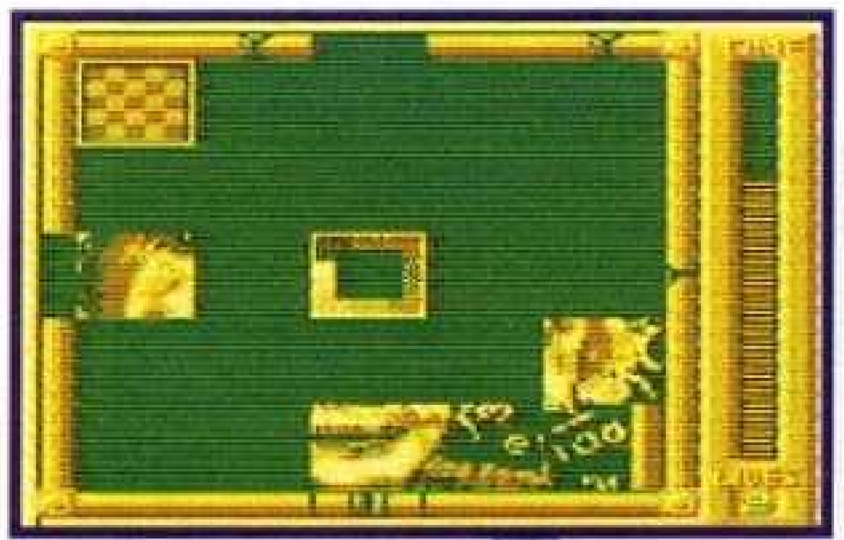
LITTLE GREEN MAN

The bulk of the game concentrates on Zen's battle against Lord Contaminus' mutated troops. This is something to which Zen is quite accustomed. However it is after defeating each areas master that Zen faces real difficulty for he is called upon to do a spot of tidying up! With nerves of steel Zen clears the countryside of litter. In a show of selflessness the man wafts away smoke from chimneys. He rescues the world's suffering sea-birds and deposits all empty cans into a recycling bin. What a hero.

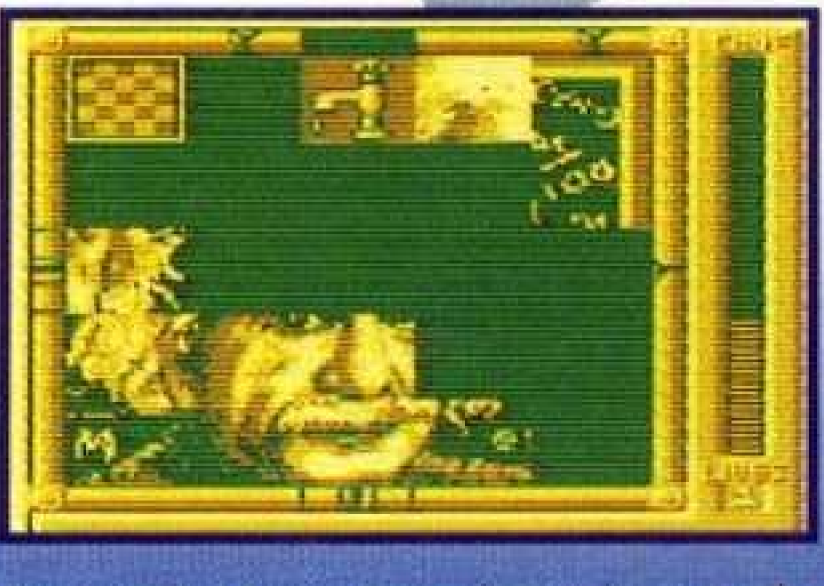


CART SPEC

- **BY:** IMAGINEER
- **PRICE:** £24.99
- **RELEASE:** OUT NOW
- **GAME TYPE:** PUZZLE
- **CART SIZE:** 1 MEG



▲ Three of these things belong together...



RATINGS

PRESENTATION

▲ A nice title screen attracts.

▼ Disappointing lack of options.

64

GRAPHICS

▲ Clear graphics, and the pieces are moved around the screen quickly.

70

SOUND

▼ Little of interest but suits the cerebral action quite adequately.

85

PLAYABILITY

▲ Easy to pick up and immediately playable.

86

LASTABILITY

▲ It's extremely tough, but persevere with it.

▼ The lack of levels might be a problem.

86

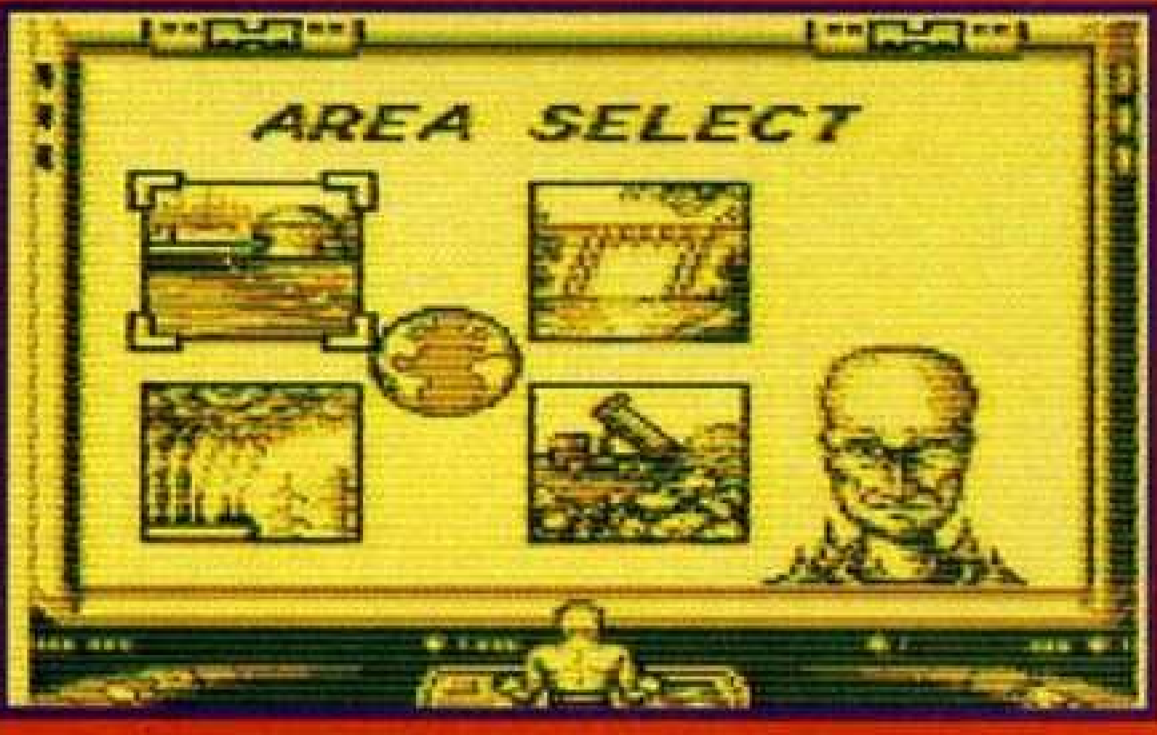
OVERALL

An excellent puzzle game. Definitely one of the best yet.

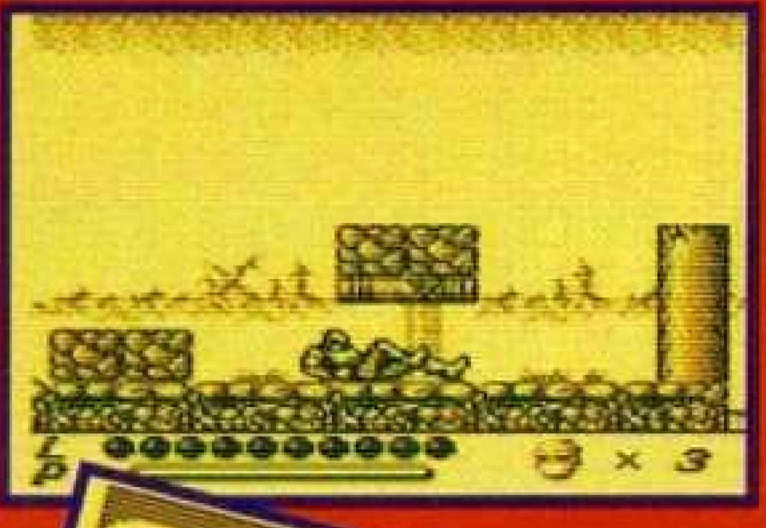
89

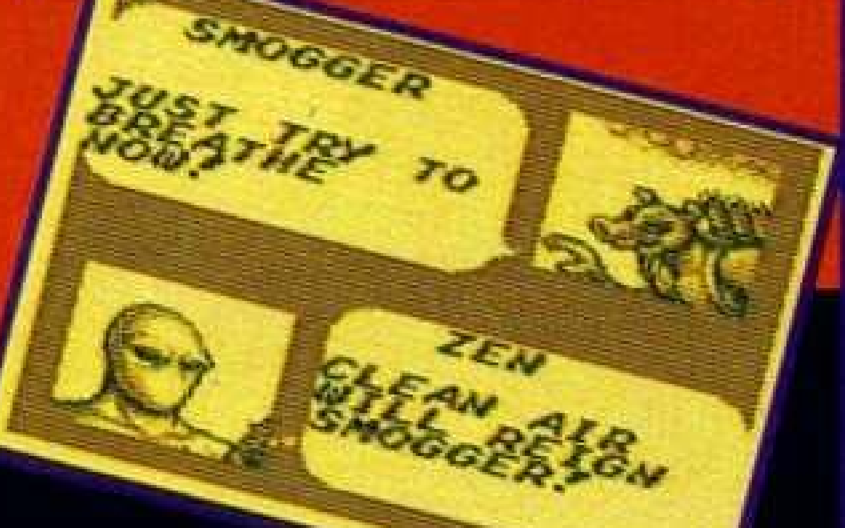
WHAT'S IN A NAME?

Splitz originally started life as a rather smart C64 puzzler from Domark called Splitting Image. However, whereas Splitz sees the player putting the likes of Abraham Lincoln and Marilyn Monroe back together, the Domark game contained the likes of Maggie Thatcher, Ronald Reagan and Neil Kinnock. However, when Fluck and Law - the producers of ITV's Spitting Image - saw the similarity between the onscreen characters and their caricatures, they 'asked' Domark to change the game's name to avoid confusion - thus Split Personalities was born. Coo.

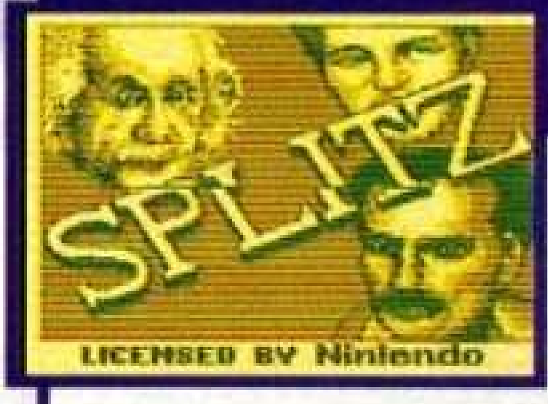


▲ "Well how much is it to Corfu, then?"

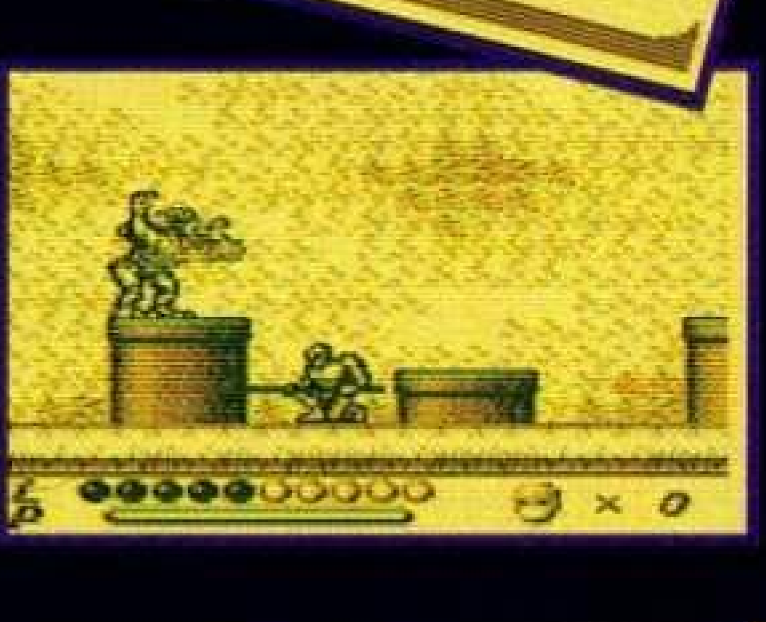




CART SPEC



- **BY:** KONAMI
- **PRICE:** TBA
- **RELEASE:** JULY
- **GAME TYPE:** PLAT
- **CART SIZE:** 2 MEG



RATINGS

PRESENTATION

▲ The cinematic introduction and in-game screens are stylish.

90

GRAPHICS

▲ Up to Konami's usual high standard.

▼ There is little variation of enemy sprites.

84

SOUND

▲ Good tunes and adequate spot effects support the action.

81

PLAYABILITY

▲ Using the elements as hazards for Zen is clever.

▼ There simply isn't enough of the game to play.

82

LASTABILITY

▼ Very short lived indeed! Most players will complete this within a day.

62

OVERALL

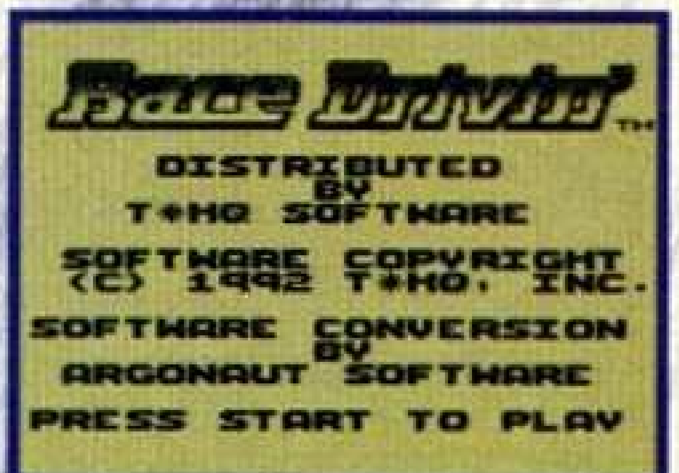
Half of a high quality platform game made more attractive with the addition of entertaining bonus intermissions. Too short lived for its own good.

73

WHAT'S ALL THIS ZEN

According to Zen's mentor, there are four areas of global contamination: smog, oil, dam and dust. Each has its master and all stand in the way of Earth's progress. Smogger is responsible for the smog, believe it or not. Sulfura brings the acid rain while Oil Slick pollutes the seas with petroleum. Garbage Man is the biggest of Zen's foes and inhabits an enormous rubbish tip. Once Zen has confronted this quarrelsome lot he meets with Contaminous himself for the final showdown.

YOU AGAIN!! WHY DON'T YOU GO TAKE A BATH OR SOMETHING?!
ZEN!



Race Drivin'™

DISTRIBUTED
BY
T*HQ SOFTWARE

SOFTWARE COPYRIGHT
(C) 1992 T*HQ, INC.

SOFTWARE CONVERSION
BY
ARGONAUT SOFTWARE

PRESS START TO PLAY

CART SPEC

- **BY:** THQ
- **PRICE:** OUT NOW
- **RELEASE:** £25.99
- **GAME TYPE:** DRIVING
- **CART SIZE:** 1 MEG

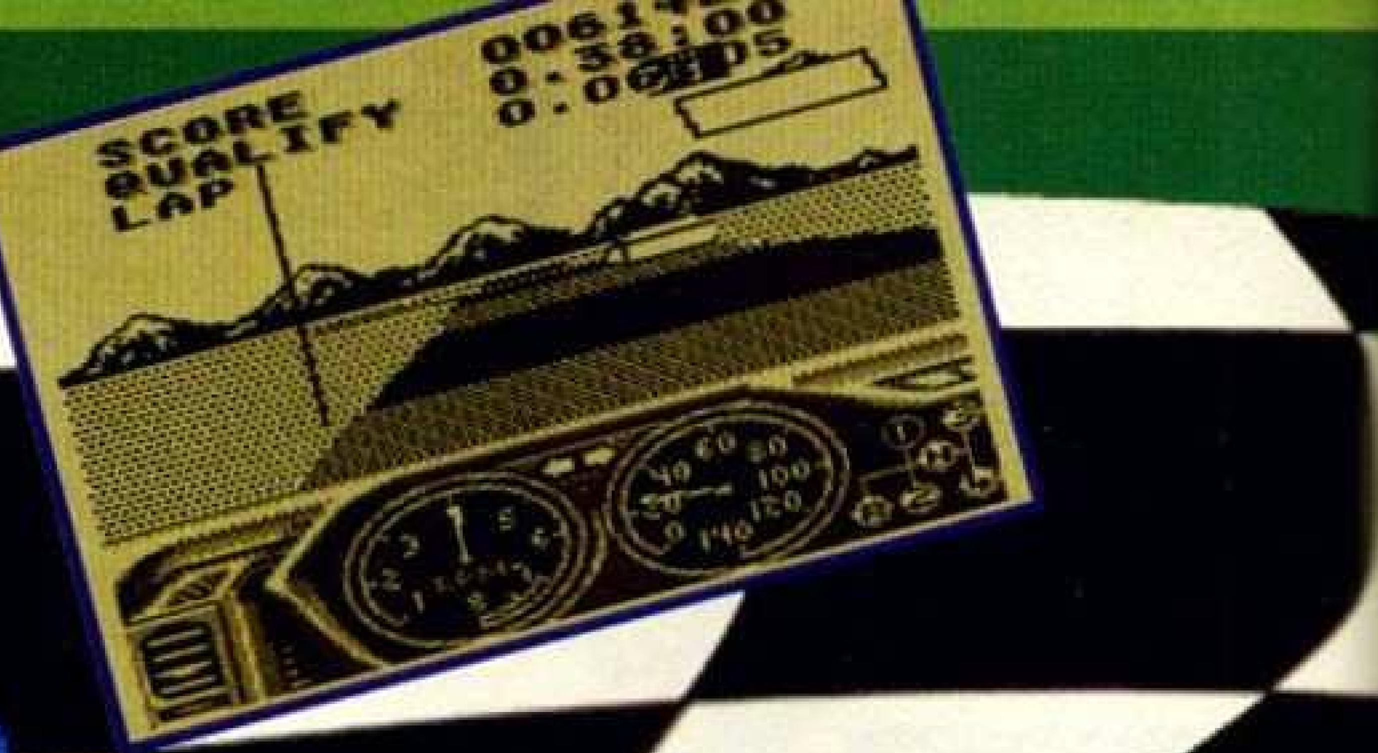
GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** NONE
- **RESPONSIVENESS:** GOOD
- **1ST DAY SCORE:** 65,800 (Autocross)
- **GAME ORIGIN:** Race Drivin' was an Atari system 3 coin-op, the sit-down model using authentic car controls. This Game Boy conversion includes tracks from its predecessor, Hard Drivin'.

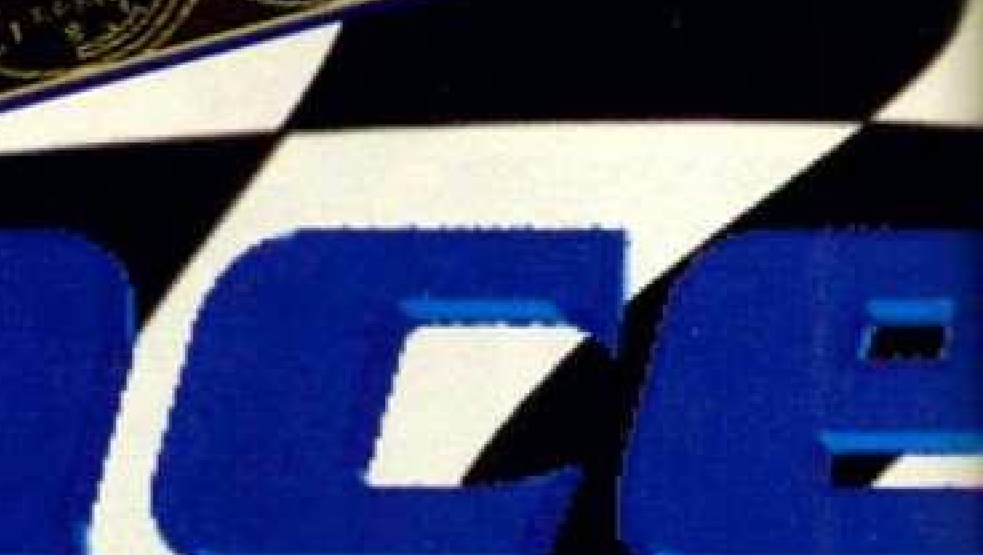
CONTROLS

- **HOW TO PLAY:** Steer your car through the three different tracks, making the checkpoints within the time for extended play.

A	ACCELERATOR.
B	BRAKE.
S	NO FUNCTION.
S	PAUSE.



Race



"Right, Miss Pottersley. Check you are in neutral, Foot down hard on the clutch, hands firm on the wheel. Mirror, Miss Pottersley, remember the rear view mirror before you take off. That's good. Now, move into second. Fine. Er, mind the small child, Miss... oh dear! The lorry, Miss... arrgggh!"...

For some people, learning to drive comes easily, for others, usually sitting their 46th test, it provides a little more difficulty. Perhaps that was the inspiration for Atari's Hard Drivin' coin-op. It looked like a car, and played like a car - even down to the gear shift system. Now its successor, Race Drivin', is coming in a drive anywhere format - on the Game Boy. With tracks taken from both games, and the inclusion of the mysterious Phantom Photon opponent, the option to take to the open road is available anytime. Four cars and three tracks further widen your options. What further realism should we expect from future Game Boy car games? Little Chef Racer? Breathalyser Adventure? Maybe even, Picnic On The Hard Shoulder?

PATH-OLOGY

There are three lethal tracks to choose from before you race. Each has its own hazards and is suited to a particular vehicle. Pick a track to see a close up view of the route and any stunts.

1. STUNT TRACK

This track returns from the original Hard Drivin' coin-op, and offers two separate routes for drivers. From a fork at the beginning, choose either the speed track or the stunt track. The speed track has less hazards, but longer to travel between each checkpoint.

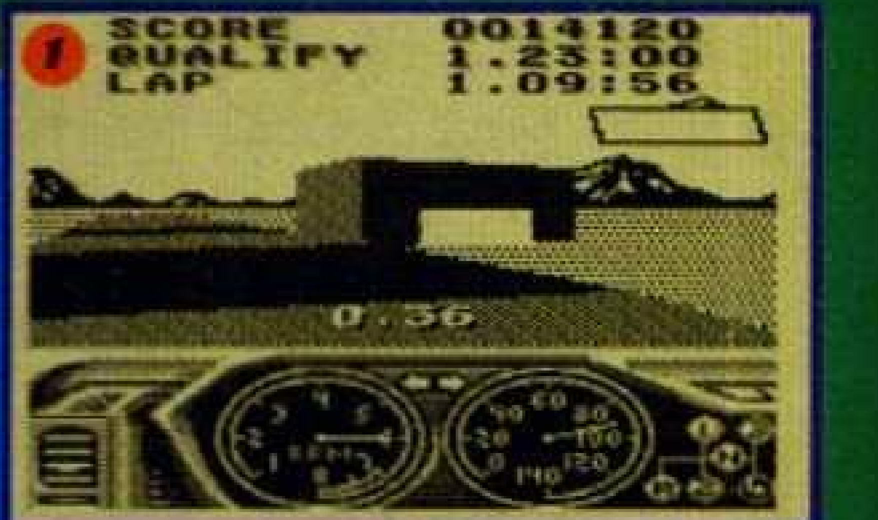
2. SUPER STUNT

The longest track, Super Stunt is shaped as a massive figure-of-eight and has some unique features, but with more checkpoints along its route. Surprisingly, this is not as hard to master as the original stunt track.

3. AUTOCROSS

As a learning track this is excellent. Autocross is flat and without stunts. The tight corners are excellent for acquainting you with the car's handling response. Autocross is also quite short.

1



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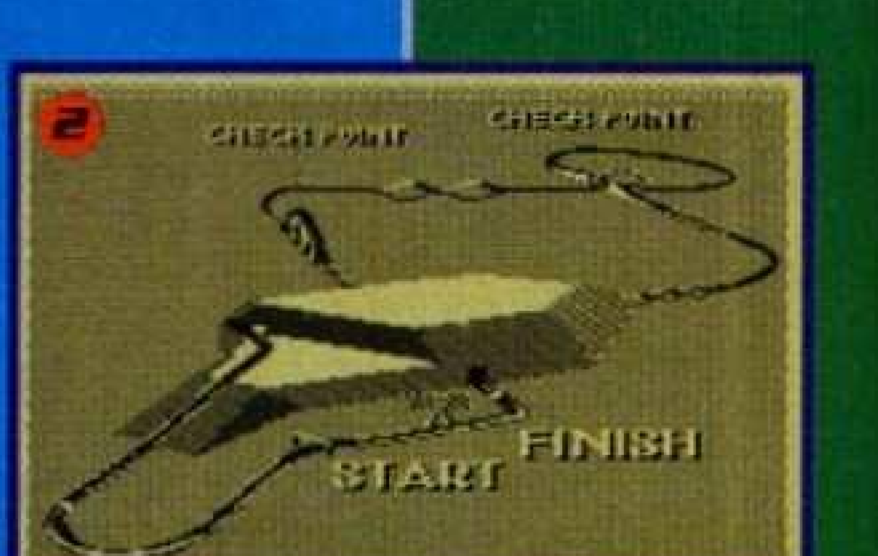

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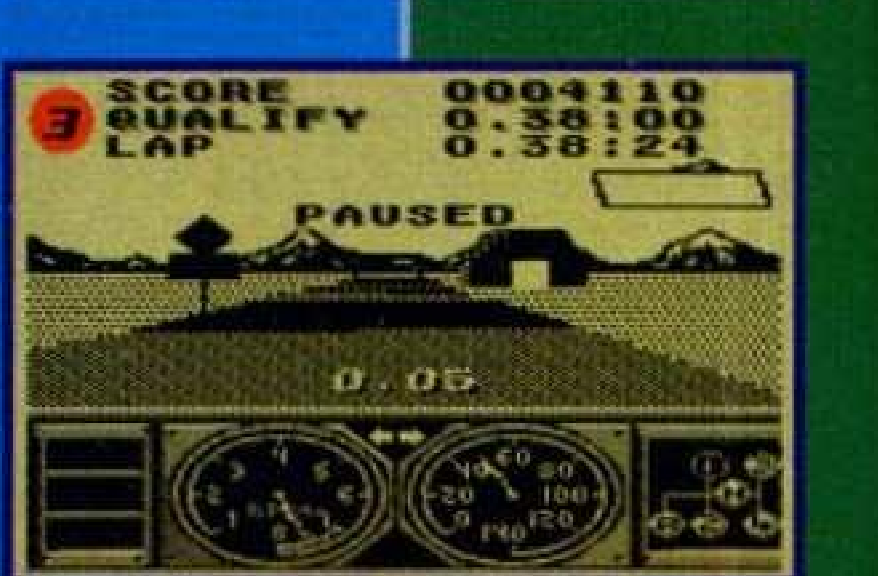
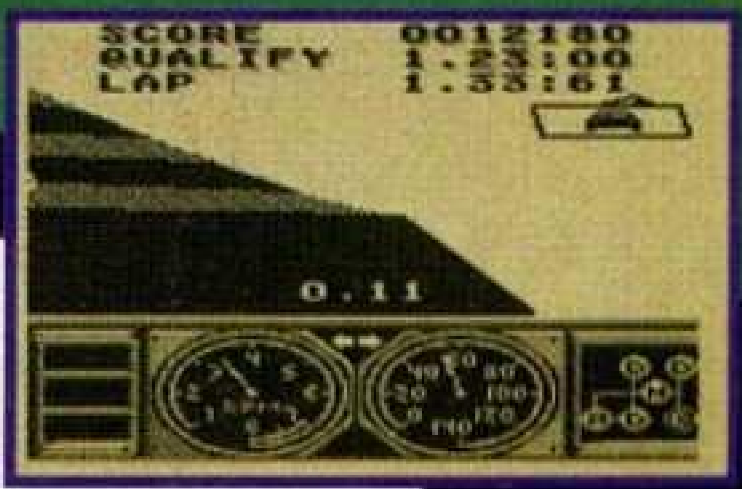
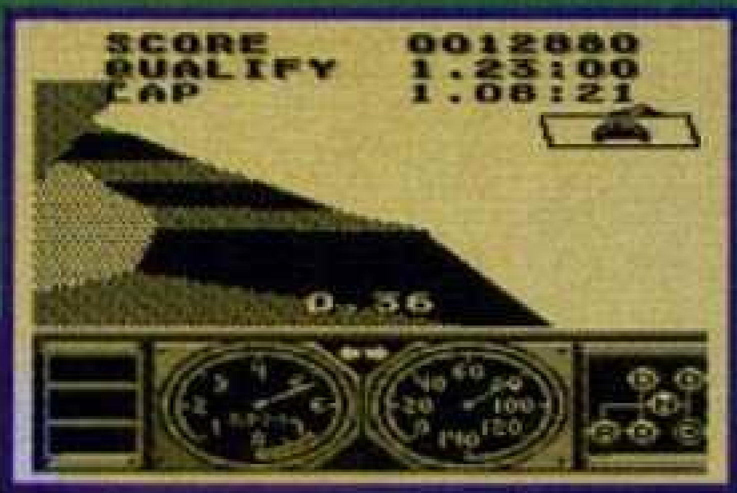
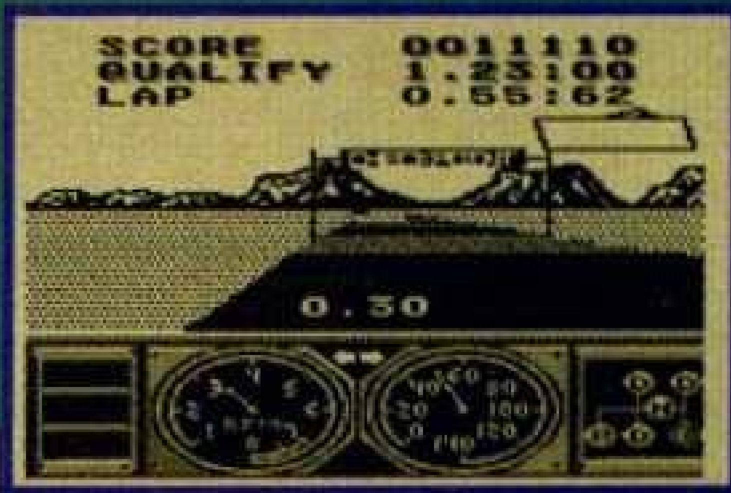






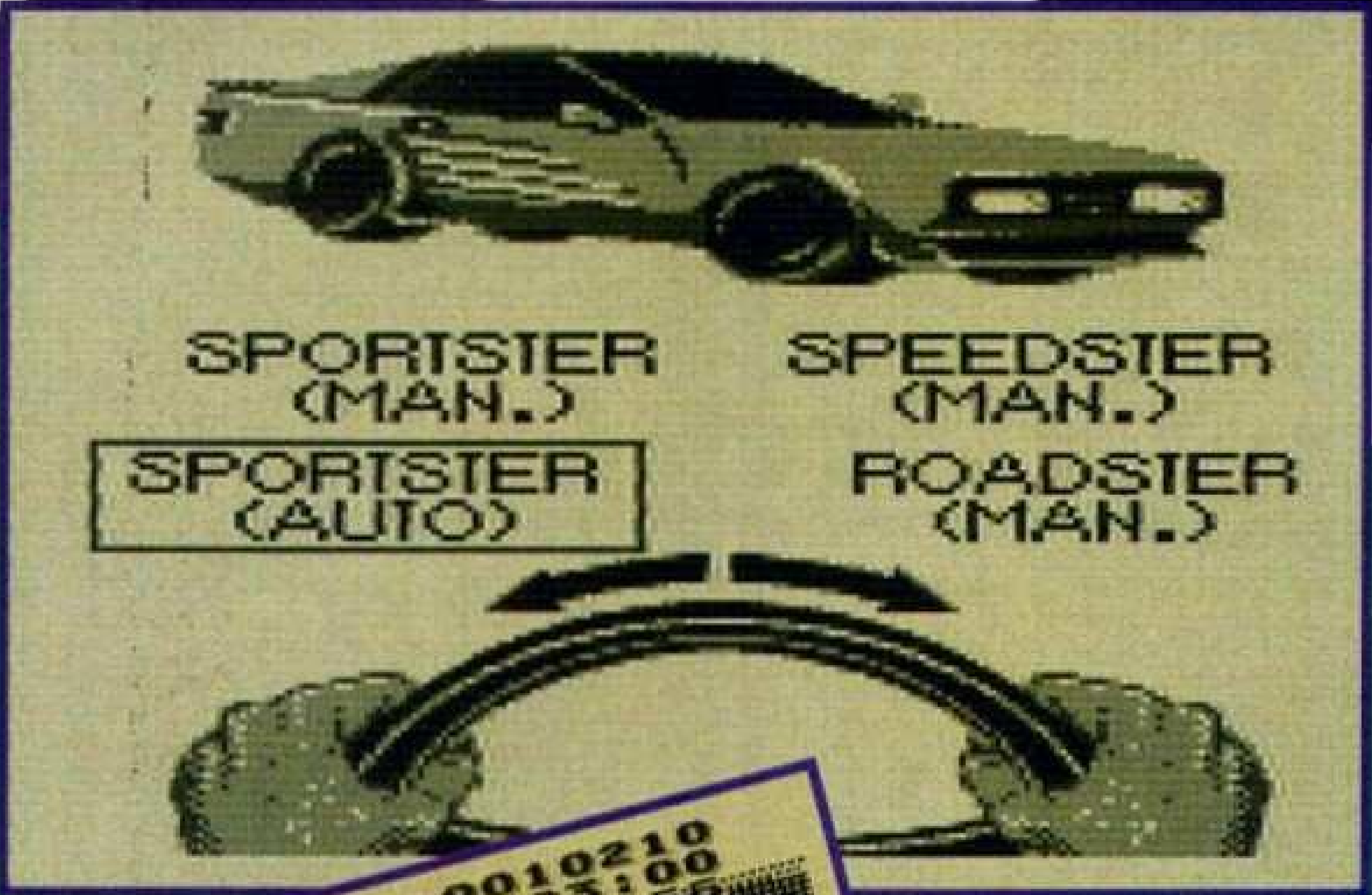


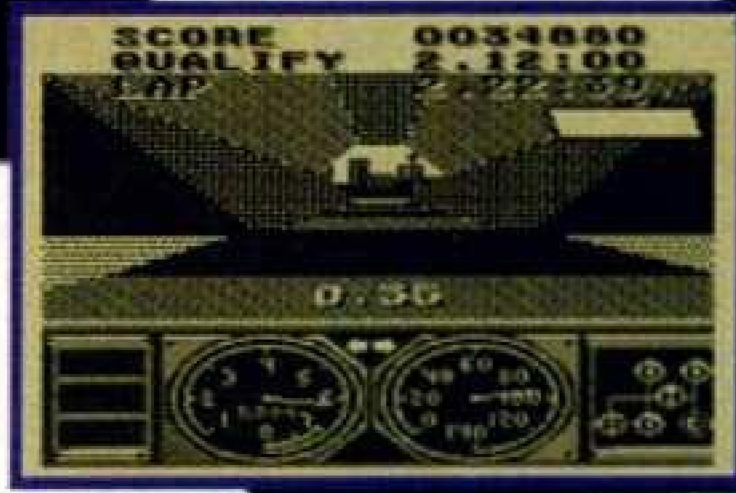
Drivin'

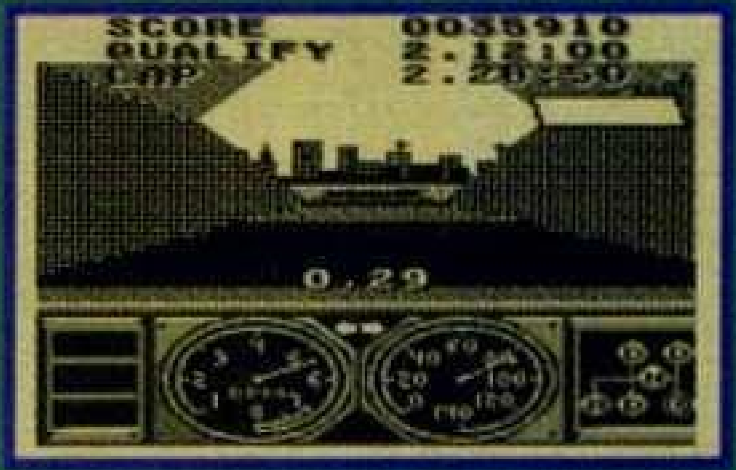
COMMENT

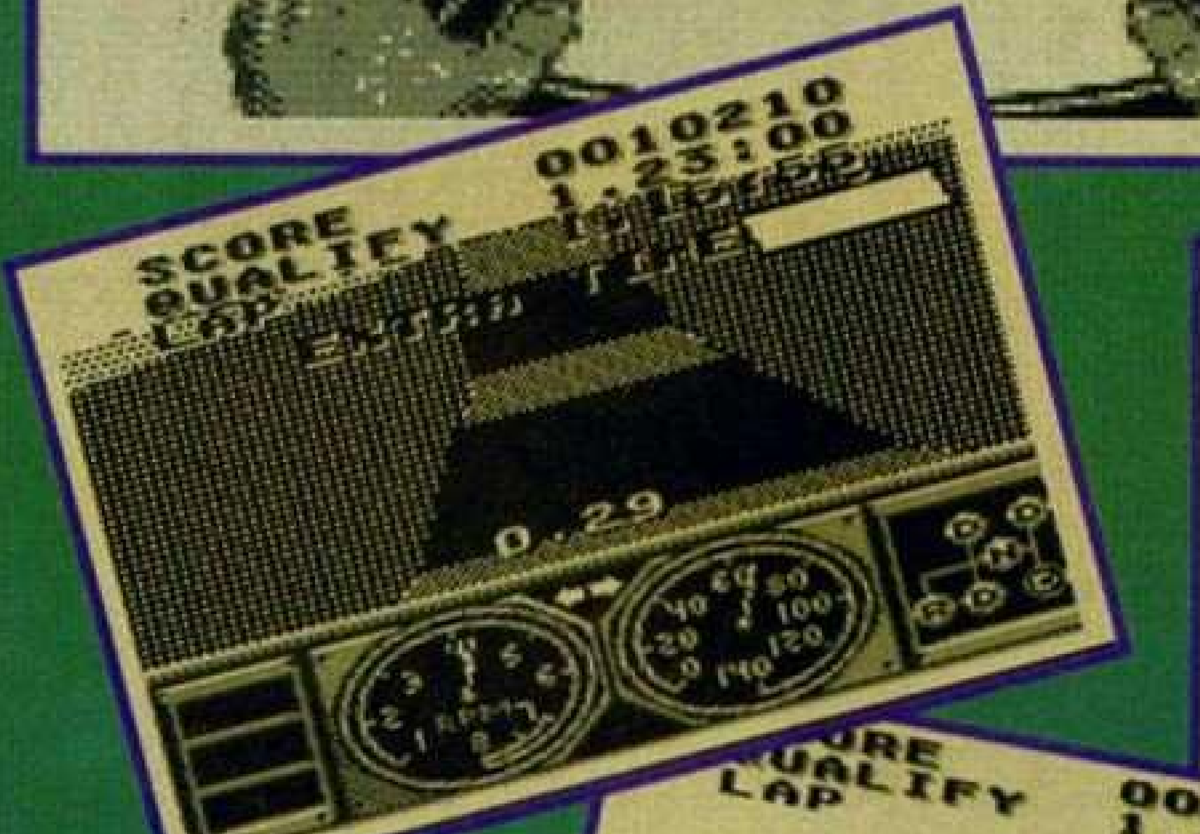
GUS

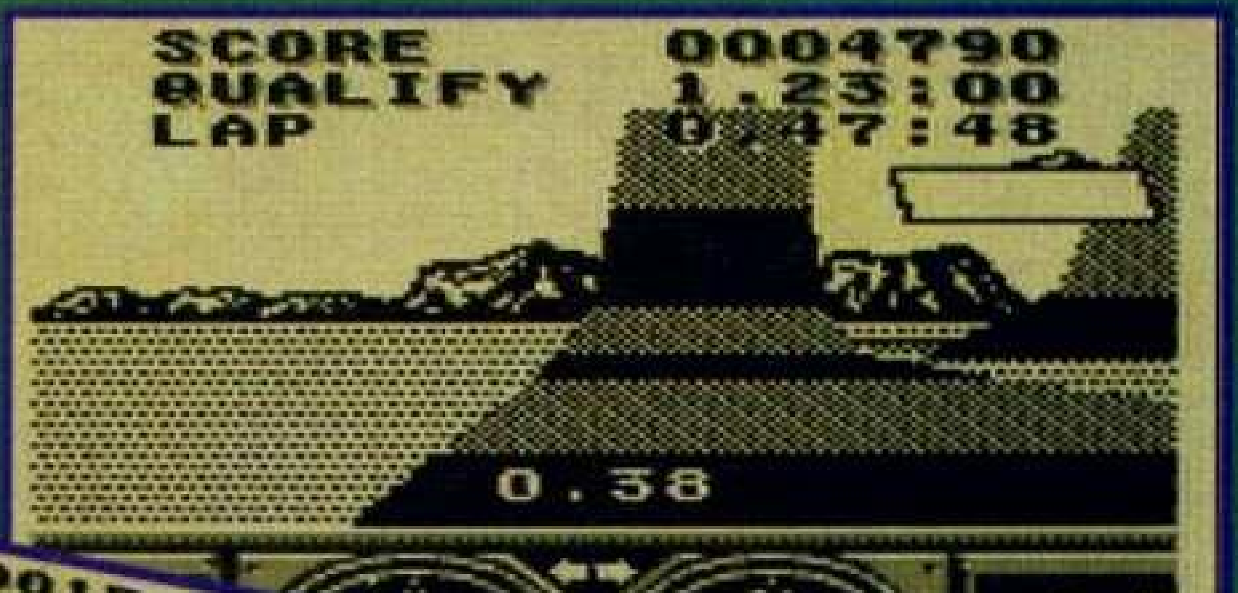
Argonaut software have done a superb job of recreating the graphics of the coin-op Race Drivin' on the Game Boy for THQ. You might think it would be a shadow of its former self, but the 3-D is both fast and convincing. Indeed, the graphics give a big boost to the gameplay, since Race Drivin' suffers a bit from lack of depth. Once each of the stunt tracks has been worked out, only the Phantom presents a further challenge in the game. And I also confess to being slightly disappointed to find the Super Stunt course such a breeze. Still, the time-limits are quite stringent, and the score table allows endless possibilities of improvement as more and more laps are completed. I keep thinking, though, that this would have been amazing if a two-player link game was included. However, what is here is sterling stuff for an afternoon's racing.

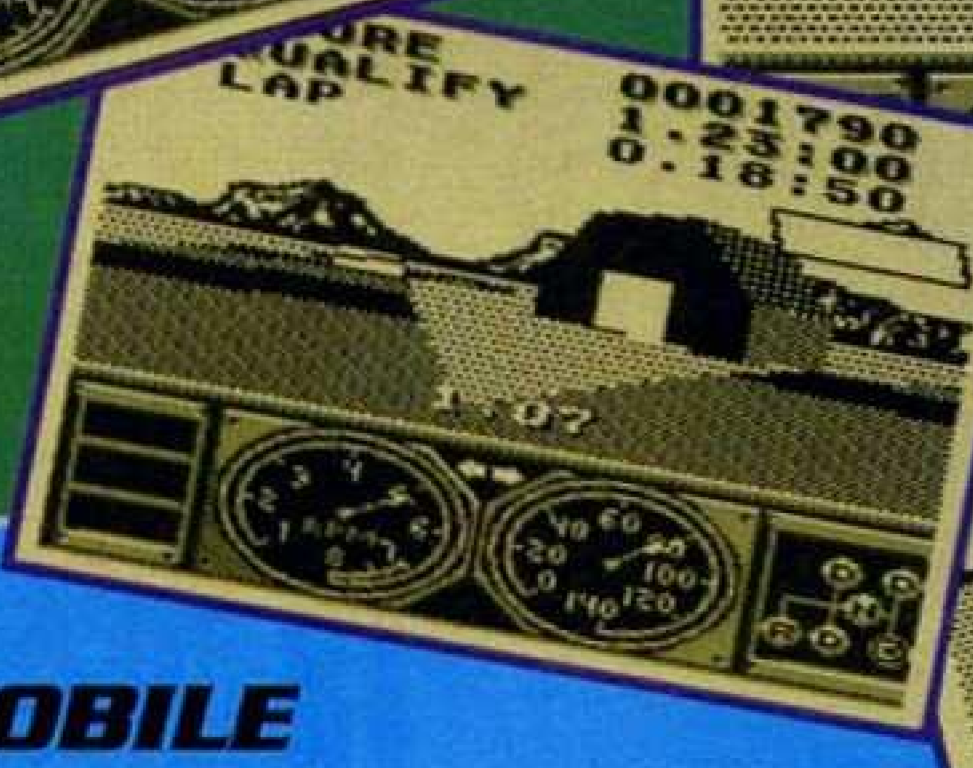




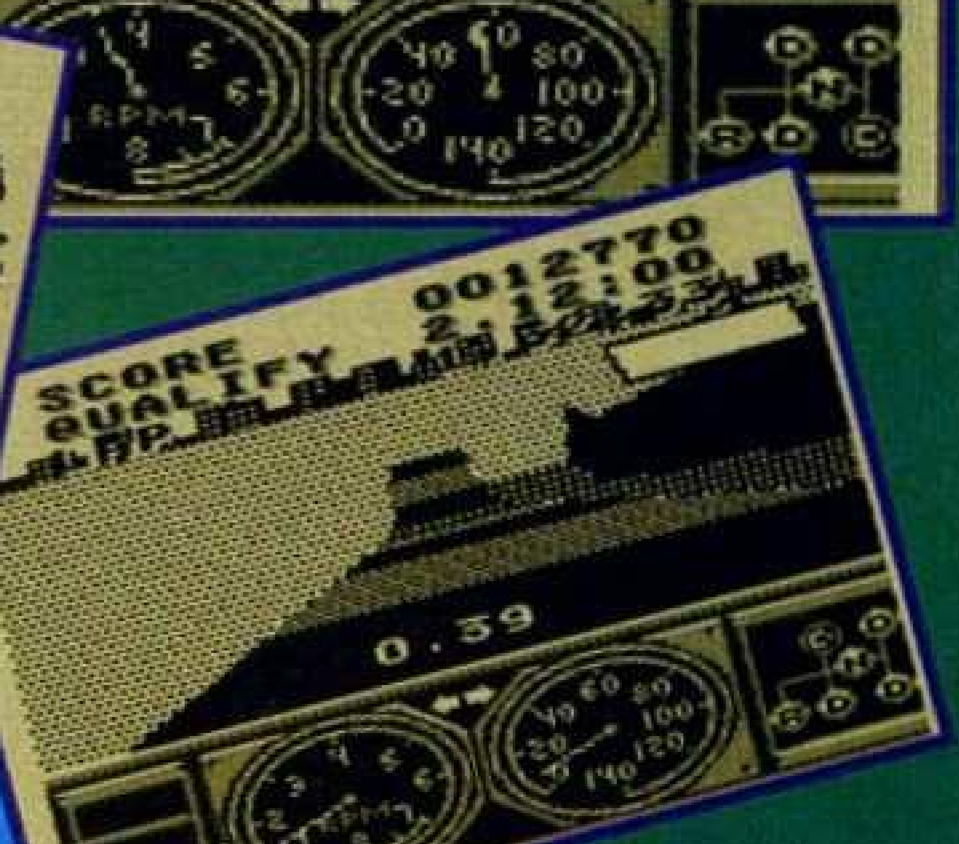








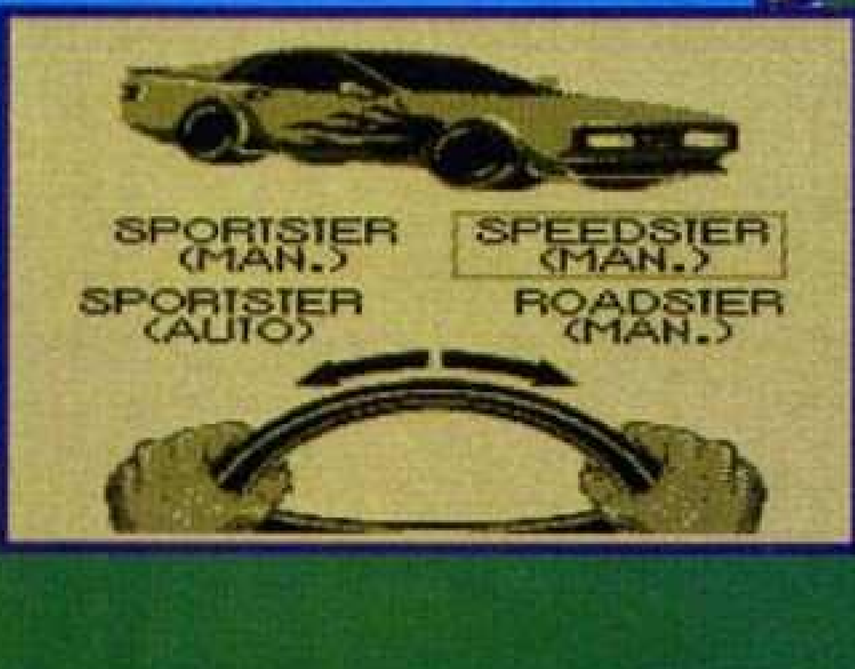
'We're off (bum, bum), we're off (bum, bum), we're off in a motor ca-ar. La dee dah dum, da deedle um....'



Weeeow....

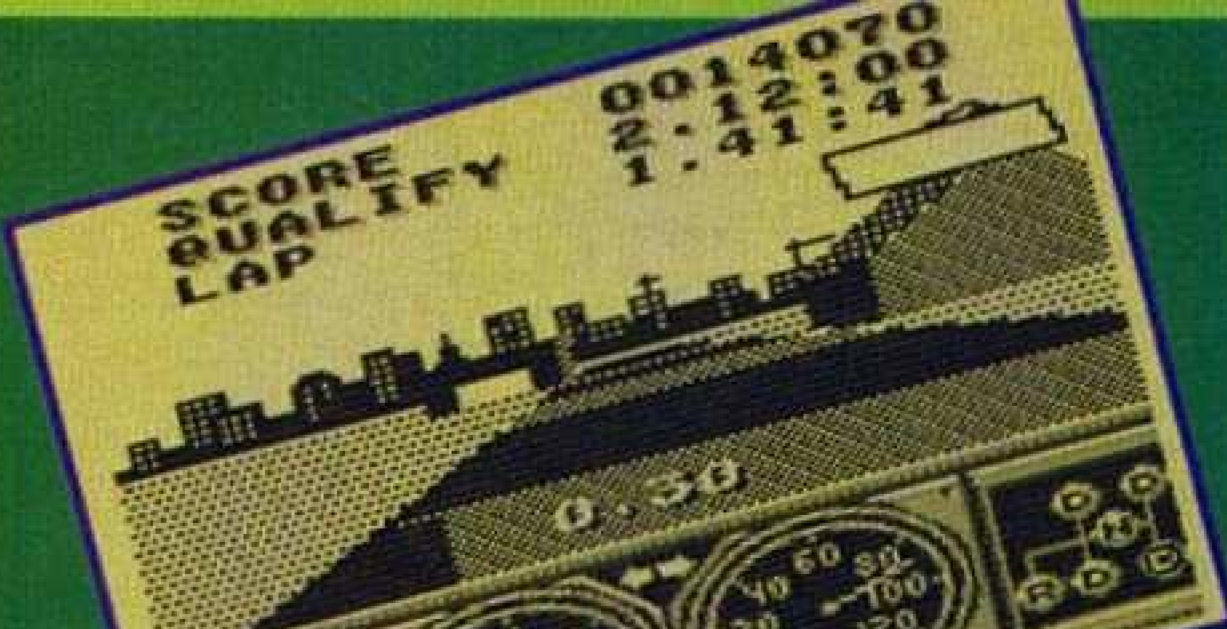
OUGHT A-BE-MOBILE

Leave your Mondeos and your Corsas in the spectator's car park. The Race Drivin' tracks demand a different sort of vehicle. And there are four of them.
The two Sportster cars have only average handling, but one of the models is an automatic, so ideal for learning the game. The Roadster is good for speed and handling, and is only beaten by the Speedster. However, this fastest model is the hardest to control.

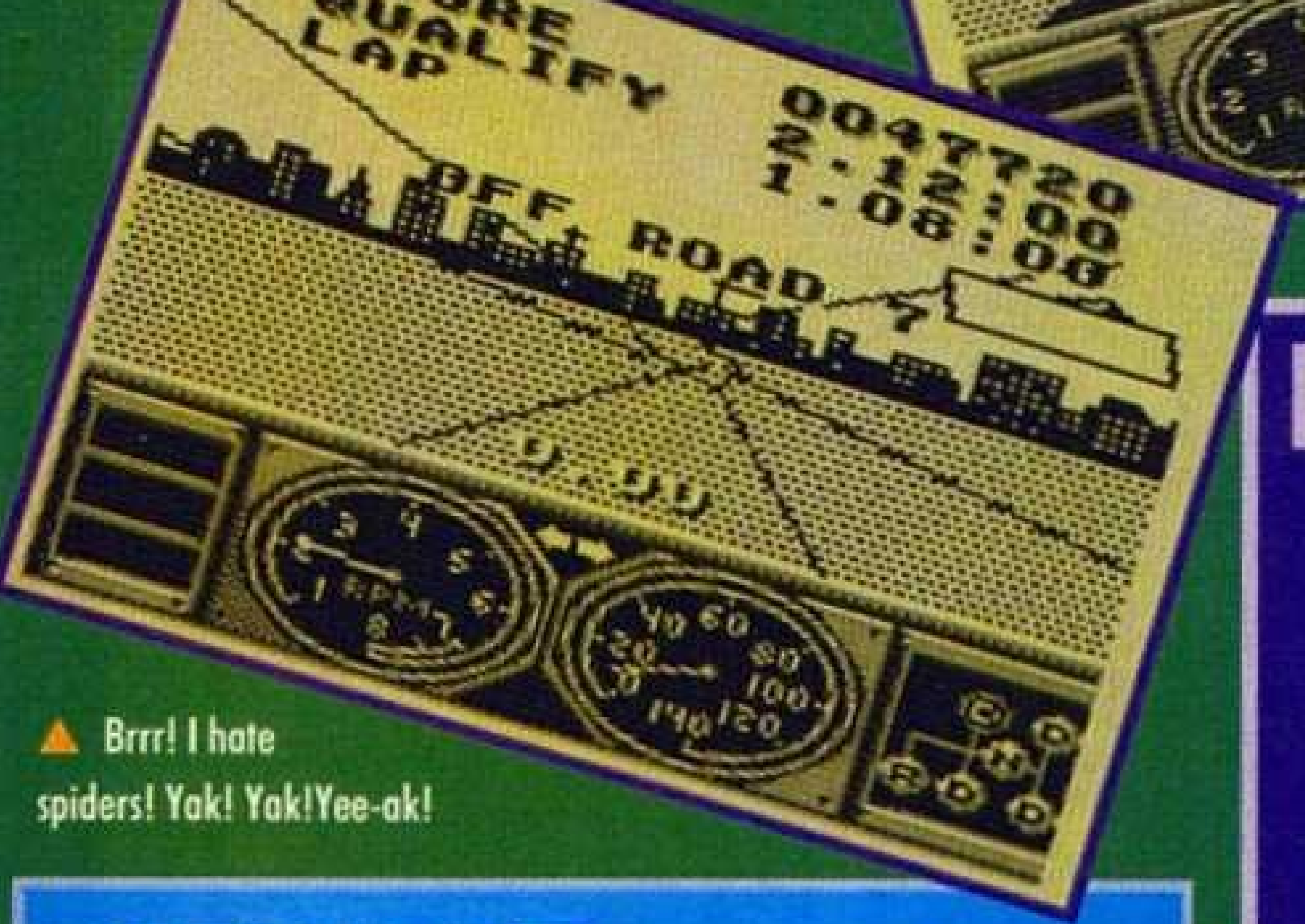


THE PHANTOM STRIKES!

The hottest (and the coolest) property on the track is the Phantom Photon. He only deigns to race the top contenders, so will only offer you a contest if you complete a lap within a set time. Otherwise, your game continues until you fail to reach a checkpoint. The Phantom sets his own rules — no crashes, and he'll ram you out of the running given half a chance.



▲ Are we there yet?



▲ Brrr! I hate spiders! Yak! Yak!Yee-ak!

STUNTED

You don't get points for completing stunts - just the privilege of being allowed to continue! The way to work out a safe tactic for stunts, is to find the maximum speed possible on them. Here are the stunt types.

RAMP

Ramps of various heights are the commonest stunts. Drivers should accelerate until they near the crown of the ramp. Danger lies in overshooting the downward slope and crashing into the ground

SAFE SPEED:60MPH

LOOP

The 360 degree loop requires a burst of speed to see the car through the top side. Apart from that, there's a tendency for the car to veer left or right on the approach.

SAFE SPEED:90MPH

CUTTING

This sharp decline is a potential deathtrap (as Lynn from Watchdog would say). Slow down on the approach, and accelerate once in the dip.

SAFE SPEED:70MPH

CLIFF

Part of the Super Stunt course, the danger from the ramp is concentrated on the left side. Stay well right and take it at a moderate speed.

SAFE SPEED:70MPH

BANKED CURVES

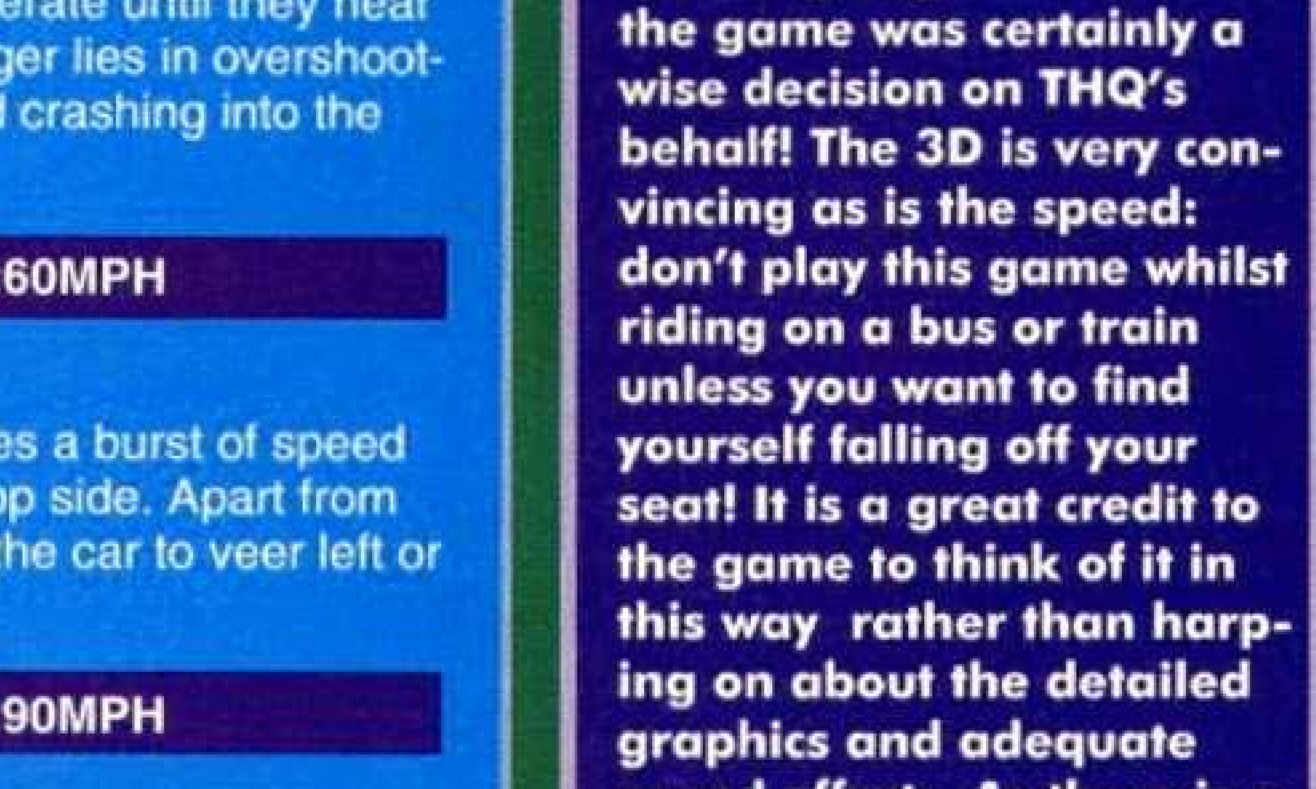
These are by far the greatest pain of all. Unless you reduce speed beforehand, you'll go over the back of the bank. Also avoid clipping the inside of the curve.

SAFE SPEED:50MPH

COMMENT

PAUL

Amazingly, this is the best conversion of Race Drivin' I have played. I never found the original coin-op particularly exciting before, but this hand-held version makes a very refreshing addition to the Game Boy library indeed - enlisting Argonaut to code the game was certainly a wise decision on THQ's behalf! The 3D is very convincing as is the speed: don't play this game whilst riding on a bus or train unless you want to find yourself falling off your seat! It is a great credit to the game to think of it in this way rather than harping on about the detailed graphics and adequate sound effects. As there is a wide selection of game types to go at and a stiff challenge ahead for most players, Race Drivin' is really a cool title to own. Cruise down to your local stockists and buy this if you feel like moving up a gear from the norm.



```
          CHAMPION
        GUS
   HARDEST  DRIVERS
    STUNT  TRACK
 1  GUS               092060
 2                    035120
 3  PHANTOM           030000
 4  MUSTANG           025000
 5  AX  ANNIE         020000
ABCDEFGHIJKLMNOPQRST
UVWXYZ0123456789._←
```

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	☐	☐
ACTION	■	■	■	☐
CHALLENGE	■	■	■	☐
REFLEXES	■	■	■	☐
ORIGINALITY	■	■	■	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	☐
MONTH	■	☐	☐	☐
YEAR	■	☐	☐	☐

PRESENTATION 75

▲ The controls are sensible, and each course is preceded with a map.

▼ No options to adorn a rather simple game idea.

GRAPHICS 84

▲ Remarkably fast and smooth vector graphics, using shading to create ramps, cuttings, loops and curves.

▼ The other cars on the track are pathetic white boxes, which severely detract from the impact of the other graphics.

SOUND 54

▼ Not enough of it. A simple droning engine sound, and the most minor of music breaks.

PLAYABILITY 83

▲ The impressive perspective and interesting courses make it an absorbing game to pick up and play.

▼ The game suffers from a lack of competition. Only the Phantom presents himself as a real opponent.

LASTABILITY 70

▲ The meagre time extensions and the score system combine to make this an ongoing challenge.

▼ Without two-players, and with only three limited tracks, Race Drivin' is a mite shallow.

OVERALL 78

Race Drivin' is a fine game for solo racers, and want something more than a flat track. However, it lacks the variety required to be a game of the first order.

STAR WARS®
THE EMPIRE STRIKES BACK

"THE HIGHLIGHT OF THE GAME IS ITS SIZE AND COMPLEXITY — THERE'S JUST SO MUCH TO DO — WHETHER YOU'RE A FAN OF THE MOVIES OR NOT, THIS IS ONE GAME NOT TO MISS" — N-FORCE

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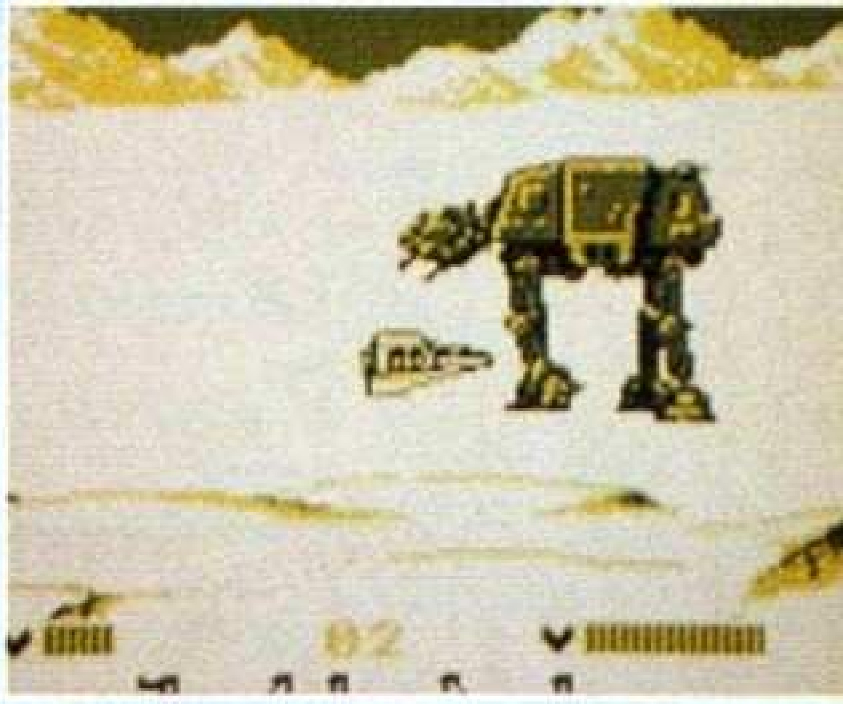

It is a dark time for the Rebellion. Although the Death Star has been destroyed, Imperial troops have driven Rebel forces from their hidden base and pursued them across the galaxy. Now, on the ice world of Hoth, the rebellion must make a last desperate stand against the overwhelming power of the Empire.

Join Luke Skywalker as he searches the ice caverns of Hoth for Imperial Probe Droids as they attempt to pinpoint the rebel base. Jump inside a snowspeeder and scream into battle against a squadron of Imperial Walkers and then strap yourself into an X-Wing fighter and speed towards Dagobah. Search the jungles for the elusive Jedi Master, Yoda and learn the ways of the Force. Master the Force and you will be ready for the final test — a blazing light saber duel with Darth Vader.

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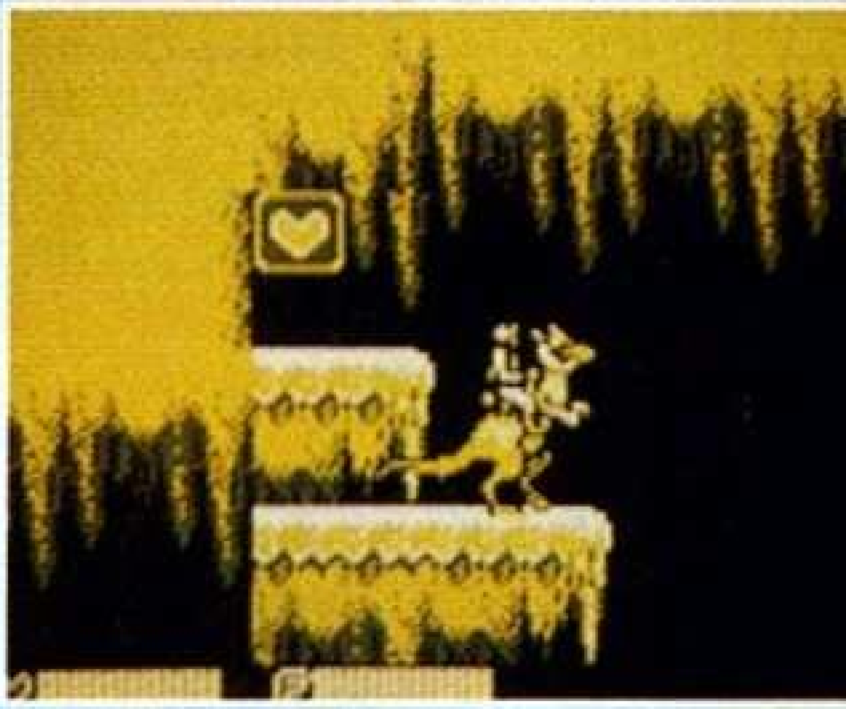

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REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** ELECTRONIC ARTS
- **PRICE:** £44.95
- **RELEASE:** JUNE
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG

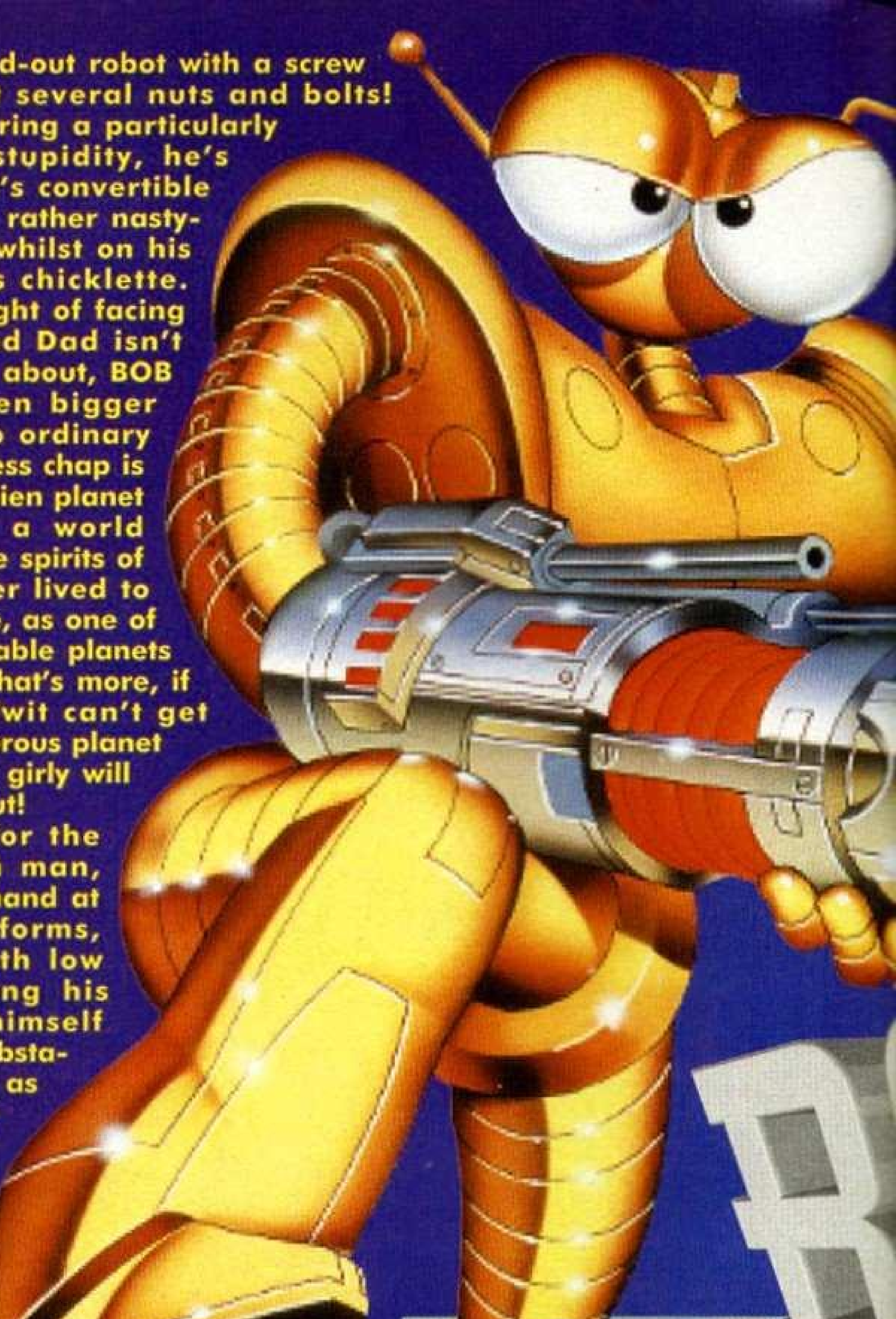
GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** Infinite
- **RESPONSIVENESS:** Decent
- **1ST DAY SCORE:** Advance to Anciena
- **GAME ORIGIN:** BOB is a completely original character from EA.

CONTROLS

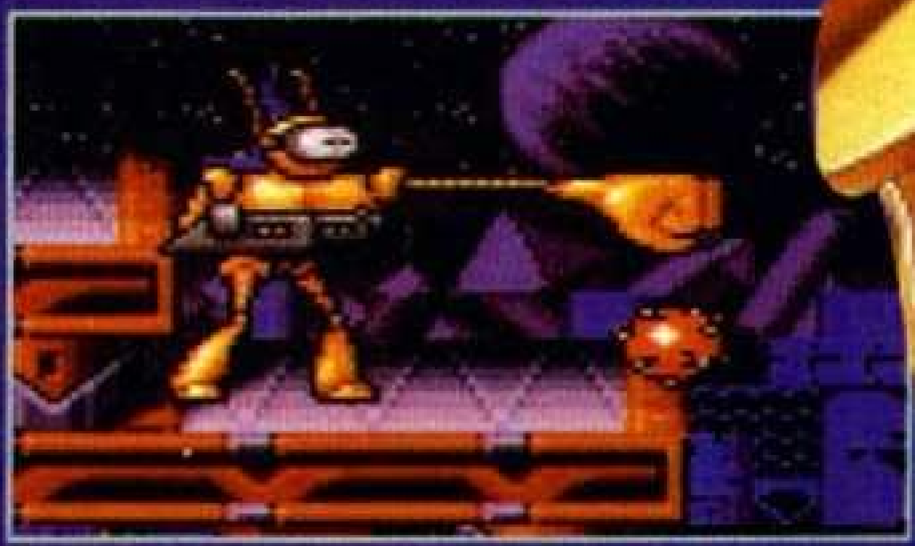
- **HOW TO PLAY:** Using BOB's athletic capabilities, guide him across the many platform-laden worlds standing between him and his girlfriend..

A	PUNCH
B	JUMP
X	ACTIVATE THE REMOTE
Y	FIRE THE GUN
L/R	L: WEAPON SELECTION R: REMOTE SELECTION
S	START: STARTS/INVENTORY SELECT: NO FUNCTION

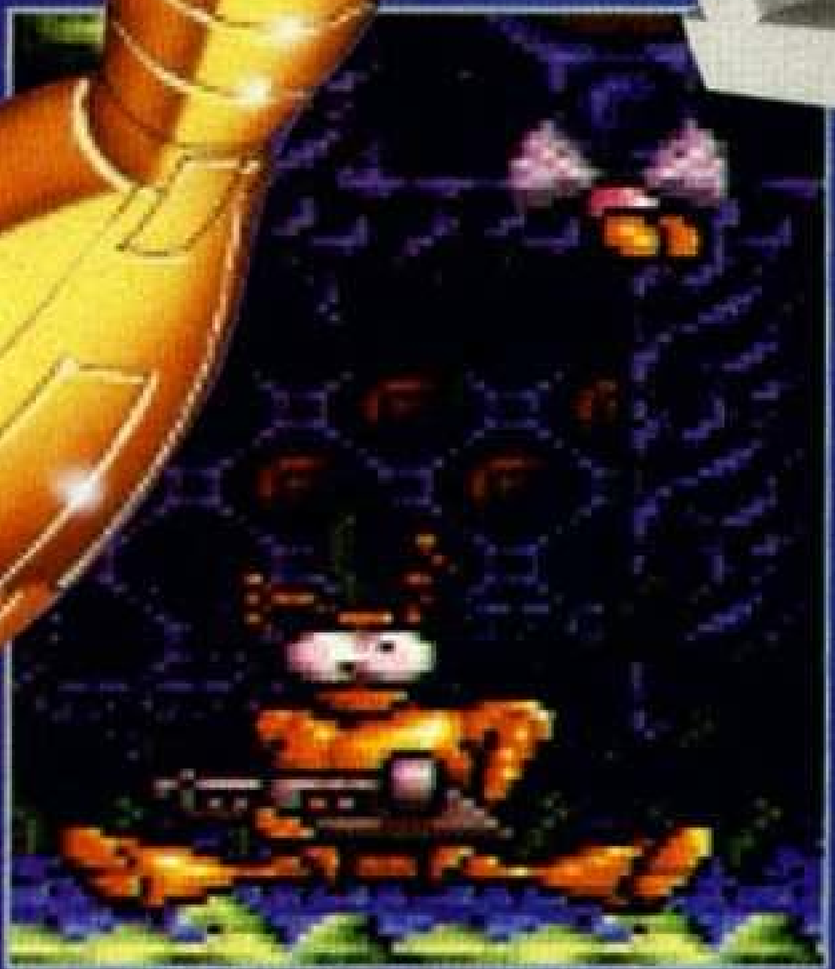


BOB is a spaced-out robot with a screw loose.- if not several nuts and bolts! What's more, during a particularly nasty bout of stupidity, he's crashed his Dad's convertible rocket-car into a rather nasty-looking meteor whilst on his way to meet his chicklette. Now, if the thought of facing his hot tempered Dad isn't enough to worry about, BOB is in for an even bigger shock. This is no ordinary meteor. The hapless chap is stranded on an alien planet named Goth - a world known only by the spirits of people who never lived to tell its deadly tale, as one of the most inhospitable planets in the universe.What's more, if the robotic halfwit can't get across the treacherous planet and to safety, his girly will surely blow him out!

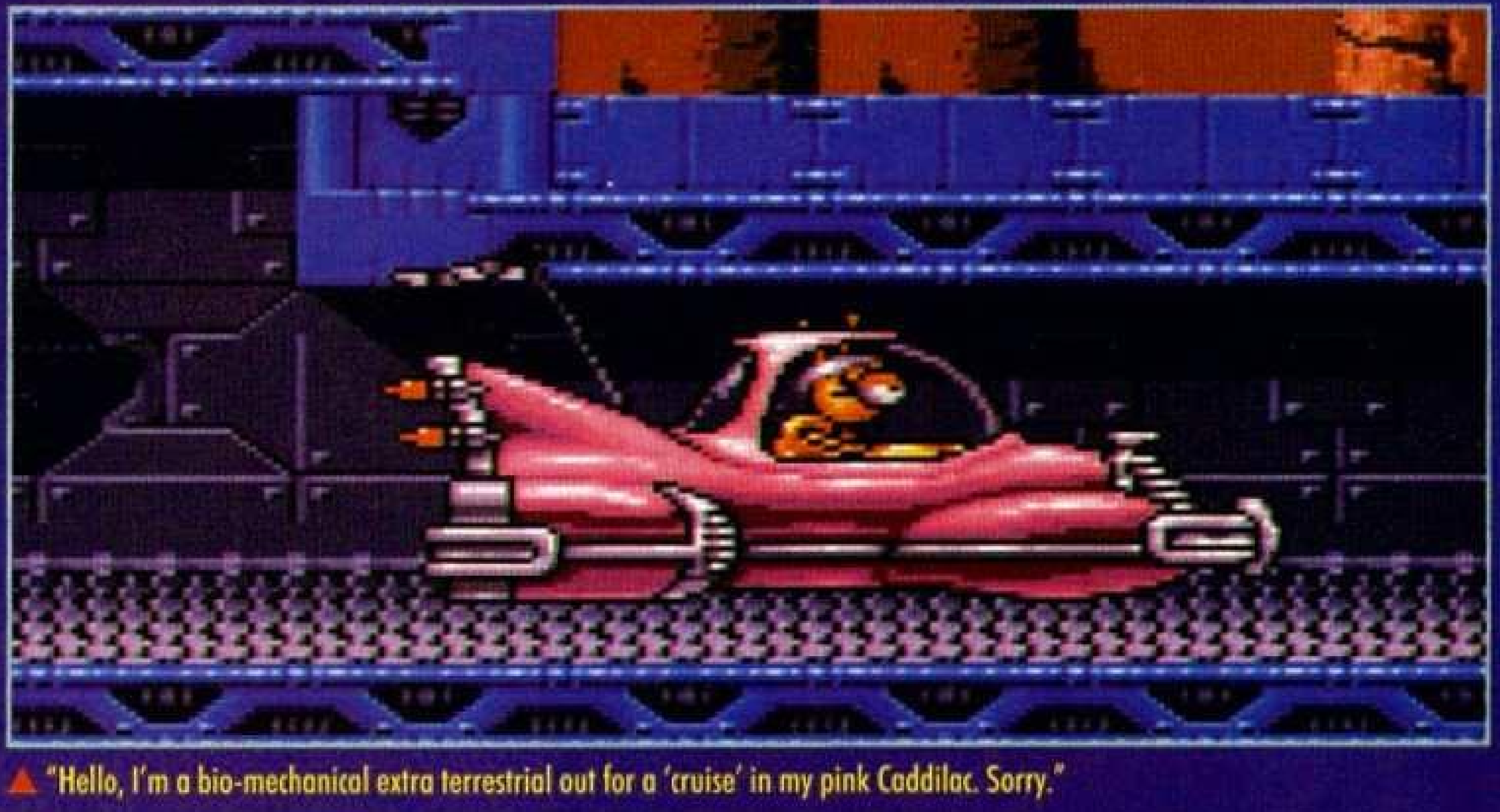
Fortunately for the googly-eyed tin man, he's a dab iron-hand at traversing platforms, crawling beneath low ledges and using his arms to swing himself over dangerous obstacles. This is lucky as Goth is, funnily enough, rife with platforms, low ledges and dangerous obstacles. However there's many an unhappy alien waiting to knock BOB's block off too,so let's hope his block-retaining skills are up to stratch, too!



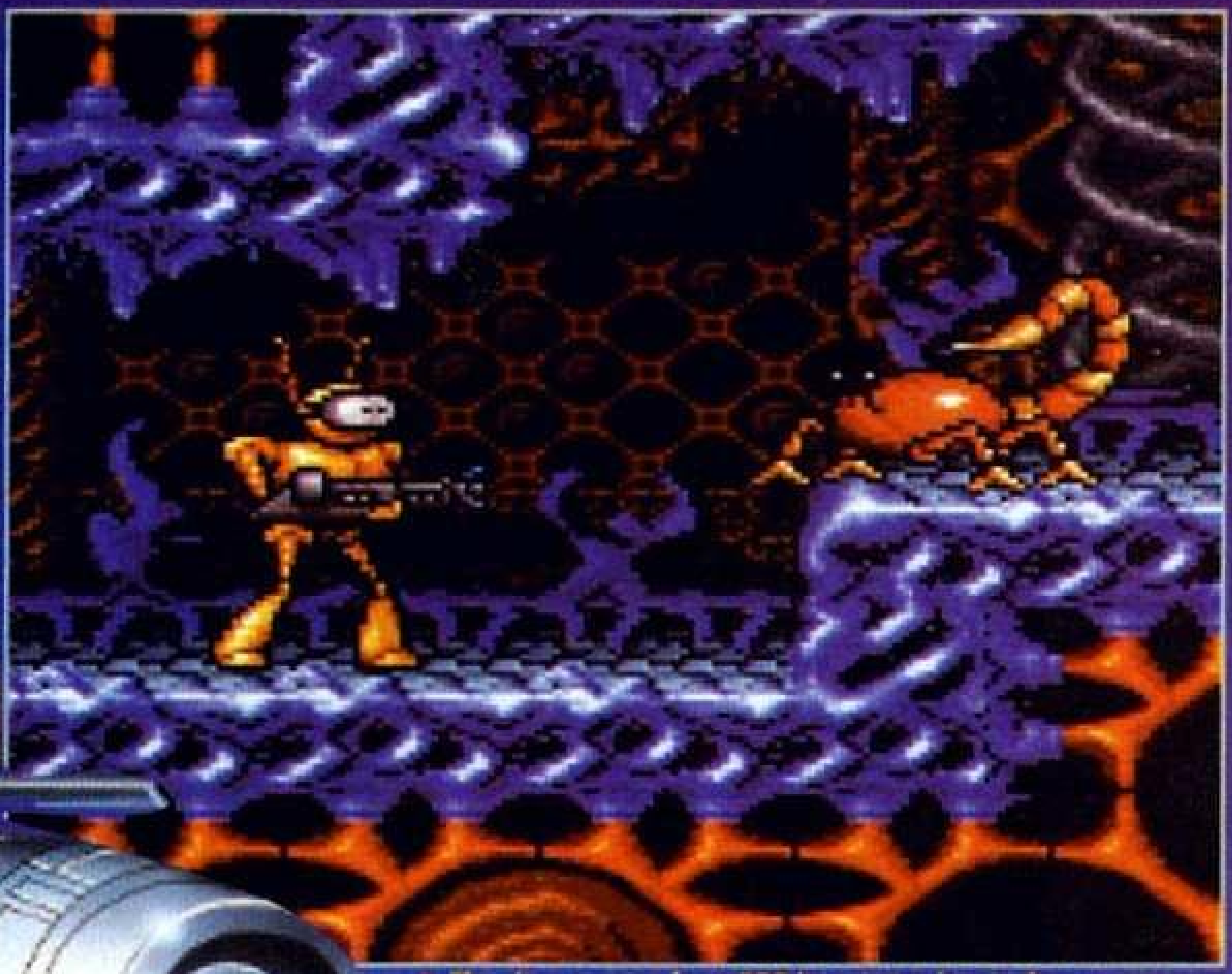
▲ BOB offends the neighbours with his rude hand signs.



▲ Wurdle-urdle-urdle-urdle...



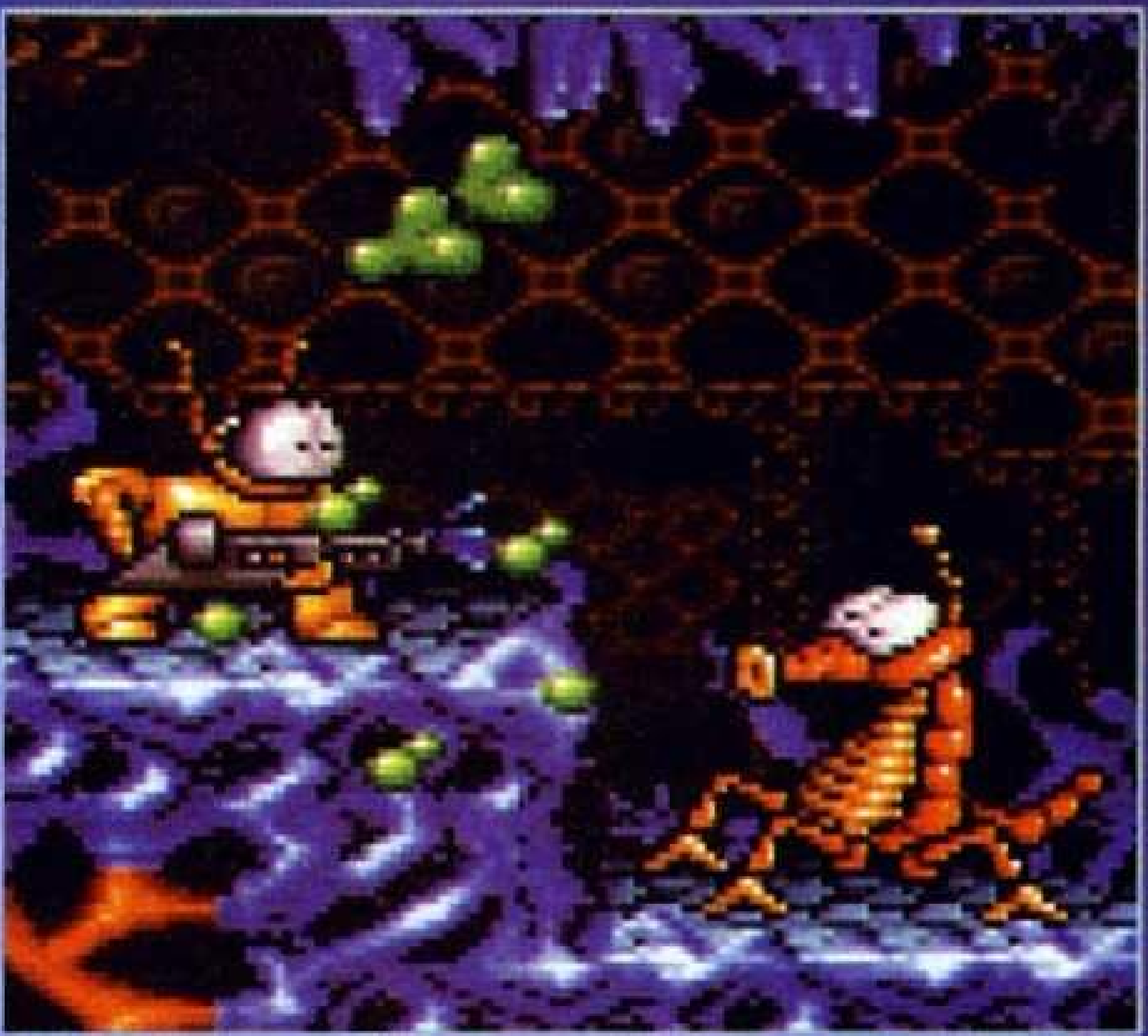
▲ "Hello, I'm a bio-mechanical extra terrestrial out for a 'cruise' in my pink Caddilac. Sorry."



▲ The alien scorpion foxes BOB by pointing him in the wrong way.

▲ BOB finds himself on the set of Logan's Run.

▲ A droid in a car yesterday. Or something.

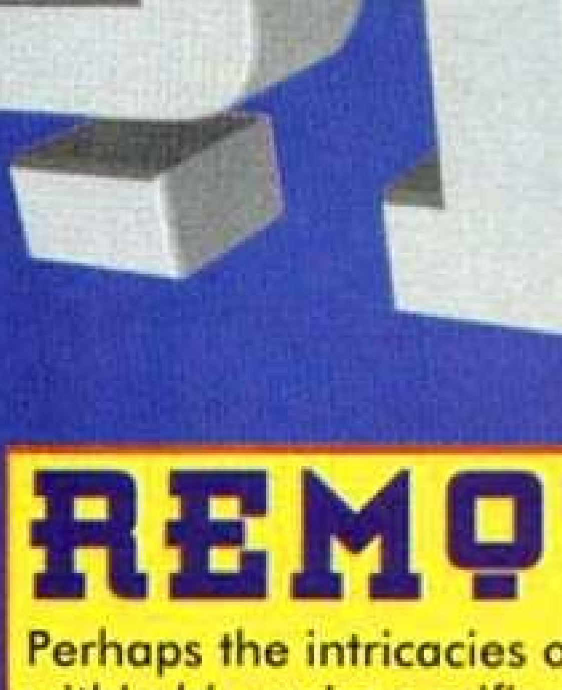


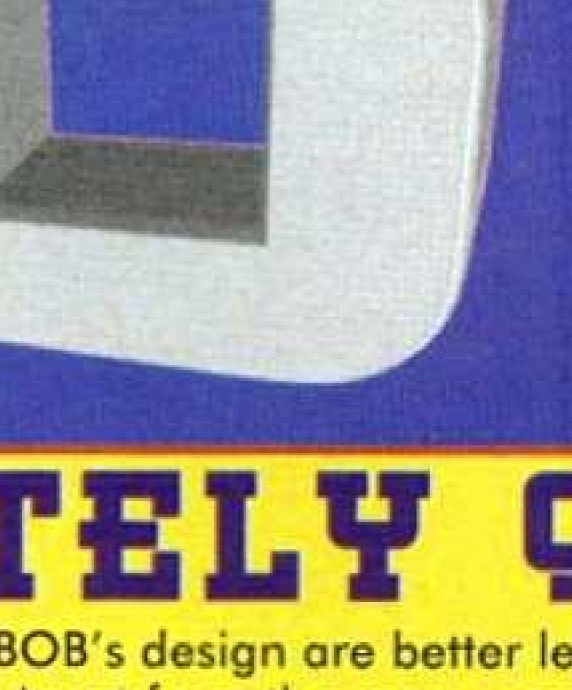
▲ BOB tries to woo the crustacean by impersonating the male of the species.

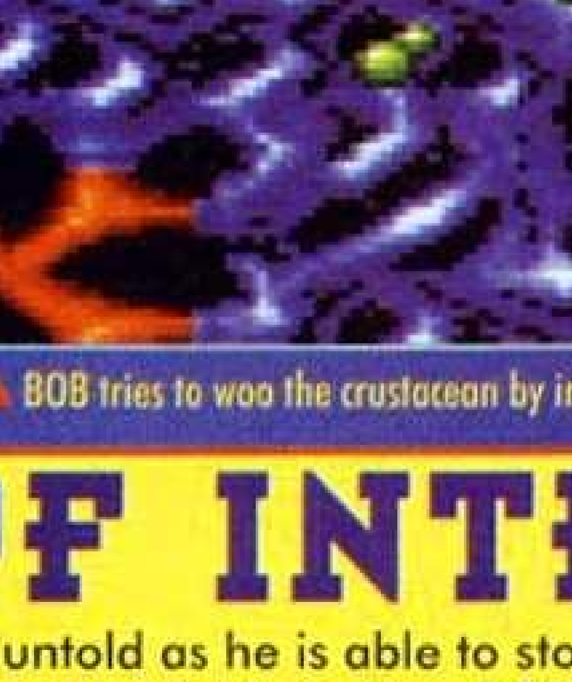
REMOTELY OF INTEREST

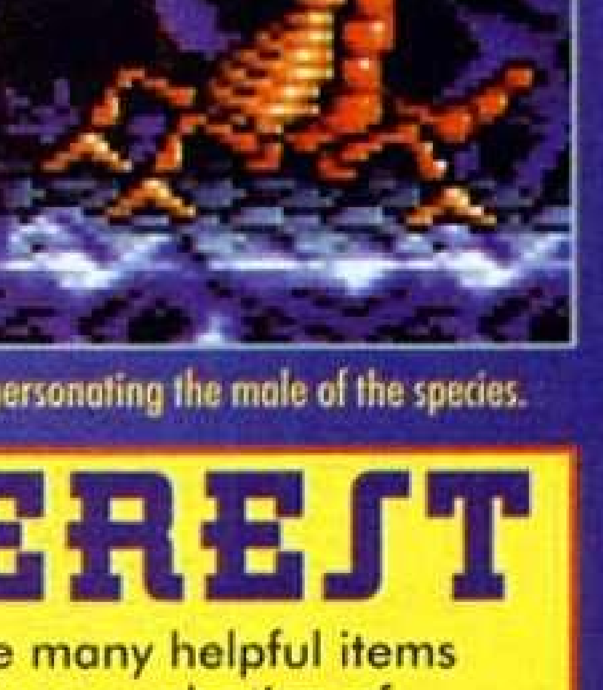
Perhaps the intricacies of BOB's design are better left untold as he is able to store many helpful items within his various orifices. Apart from the many weapons available to him, BOB uses a selection of remote-control gadgets in otherwise difficult situations. Here are a few of them for you to admire:

1. HELICOPTER HAT: For a limited time, BOB goes airborne courtesy of this miniature 'copter kit. Mind that he doesn't bang his head, though, or he'll plummet to the ground much sooner than expected!
2. UMBRELLA: Ordinarily a cool dude such as BOB wouldn't be seen dismantled with one of these! However, he makes an exception in this case as these brollies allow him to glide slowly down perilous pits and the like!
3. TRAMPOLINE: Taking care to avoid the enemy bouncing on his head, BOB is often safer leaping from one of these. They prevent him from crashing down pits and are also good for jumping great heights - even when there's no ground to jump from!
4. BOMB: Ah, the good old bomb! BOB leaves these floating in the air at which point they begin a five second countdown and blow most aliens to pieces!

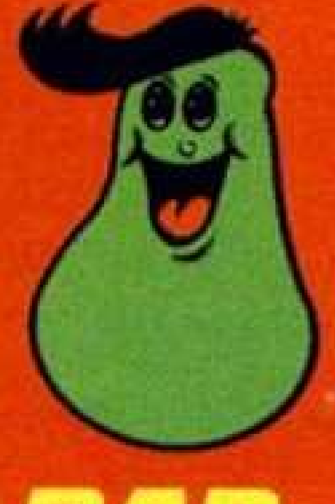








COMMENT



RAD

As you might expect from a game called BOB, a high emphasis on comedy pervades throughout. It's just a shame that's it's not really all that funny. If the thought of a robot saying things like "Someone tell my mom" when he dies is your idea of hilarious, no doubt BOB will rank as one of your favourite games of the year and will have you rolling around in an apoplexy of laughter. However, for people who prefer gameplay to prospective laughs, BOB is an entirely different kettle of fish. Graphically, it's very good, the slapstick jokes work fairly well (the first few hundred times) simply because the visuals are so smooth. The sound fares quite well, too, with a selection of decent effects and some inoffensive tunes as accompaniment. The actual game mechanics of BOB are pretty good, he isn't too slidey, the jump control isn't too floaty and the collision detection is nicely sharp. However, the real problem is the layout of the levels themselves. Although they do get more challenging as you get further into the game there isn't really that much difference between level one and level one zillion. Whilst BOB is certainly entertaining, once you compare it to games such as Probotector or Castlevania, not dissimilar in the genre stakes, it's shown up as being slightly shallow. BOB might be worth a few nights play, there are loads of levels and it isn't a *bad* game, but it's not one to break the bank over.

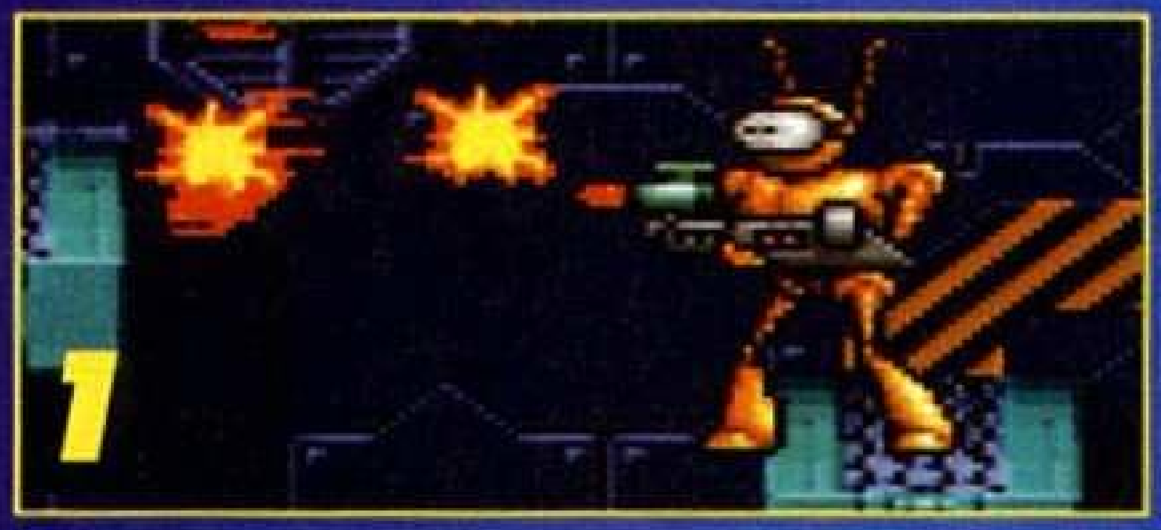
BOBBING ABOUT

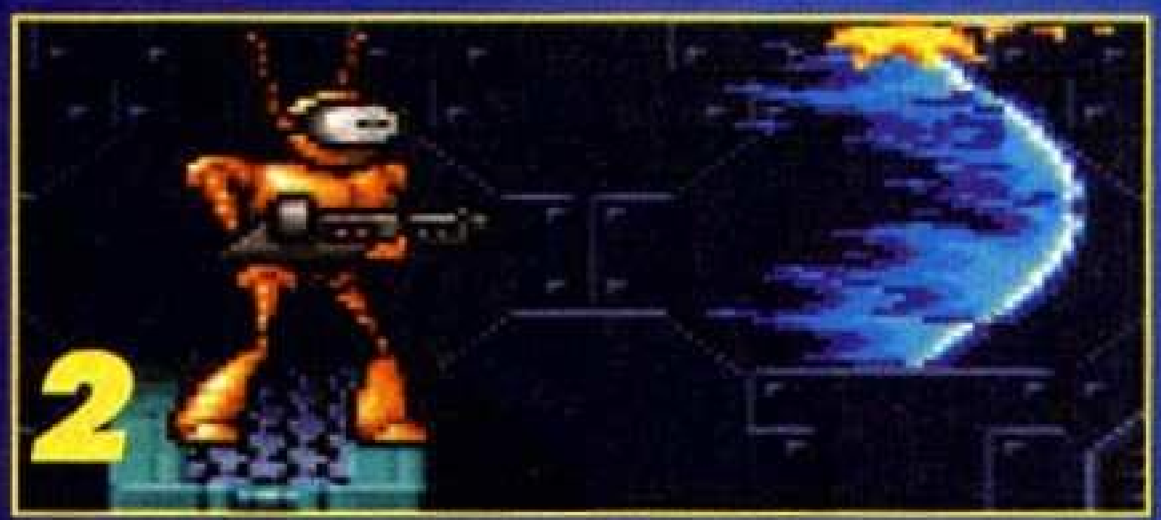
BOB is quite versatile for a heap of metal. Though most of his time is taken dashing to and fro, his abilities ensure his journey stretches him to his limits - literally! The most amusing of these is his ability to squat-shuffle along the floor and therefore duck beneath any low ledges, with his antennae wobbling as he does so. Another of BOB's rib-tickling manoeuvre is the knack for tackling dangerous floor areas by grabbing hold of overhead pipes and jangling his fingers across them. The Tom and Jerry-style tinkling noise made here is hilarious!

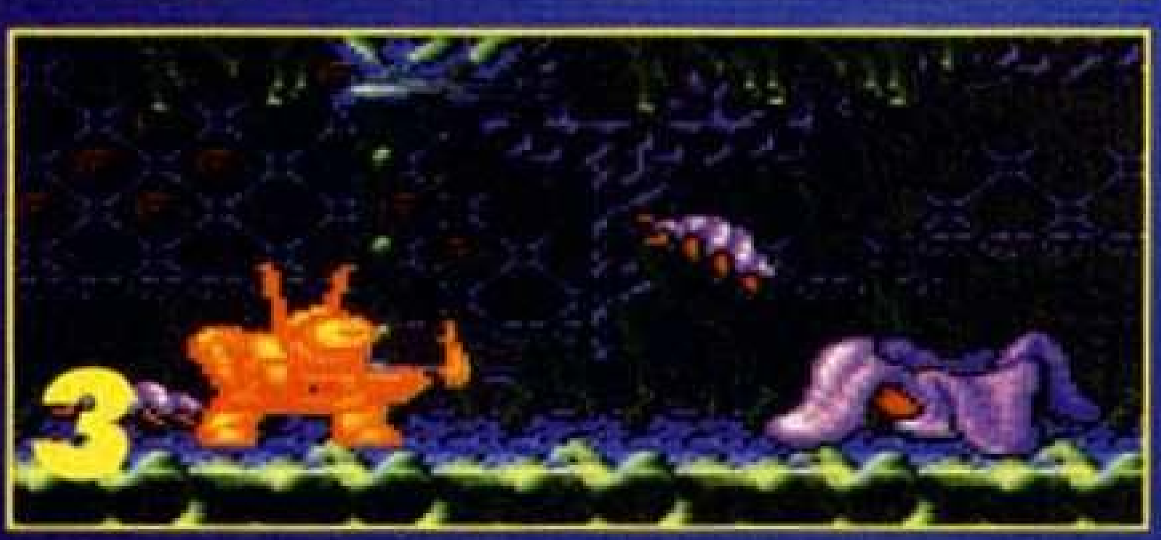
COMMENT

PAUL

Electronic Arts needn't have invented this ridiculous character to promote this OK shoot 'em up. Despite his amusing traits he appears stupid as opposed to funny. Perhaps EA are conscious of the tedious gameplay and thought this wacky robot idea would ease things along a little! To be fair, it does to an extent, and the many sight gags compensate for the atrocious one-liners at least, and BOB's interaction with the remotes is more easily explained away by the fact that he's not human. The emphasis of the game is based largely around exploration rather than good old blasting fun. In many cases the gameplay is reminiscent of Acclaim's Alien III, minus the prisoners awaiting rescue. Unlike Alien III though, BOB's escapades fail to grab the player and even the occasional driving section fails to improve matters. There's no doubting the polished nature of this cart but, in my opinion, BOB's better left to rust in peace.







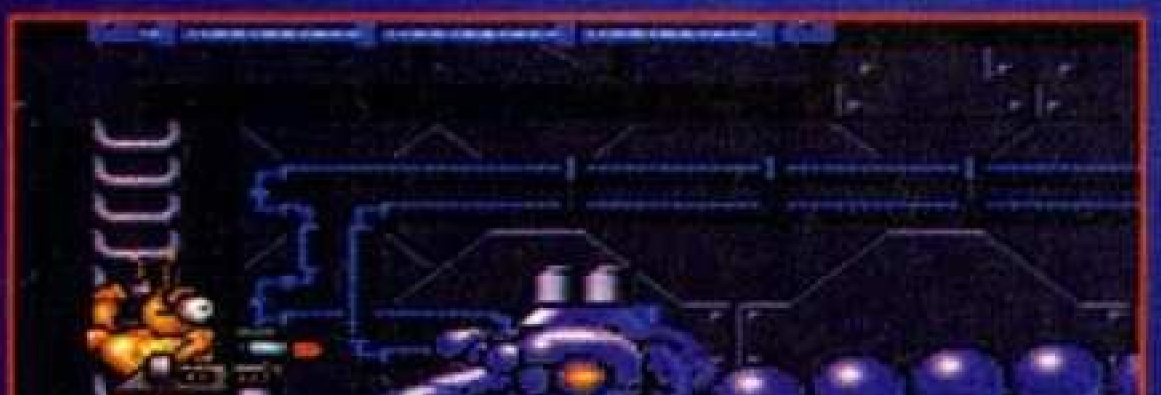
ROBOT ARMS

The very sight of a magnet leaves BOB's joints quivering. It is some comfort to him, then, to have a variety of fire-arms available for his protection against rather more gruesome opponents. For starters BOB packs a reasonable single-shot weapon but has the following array of upgrades for his benefit:

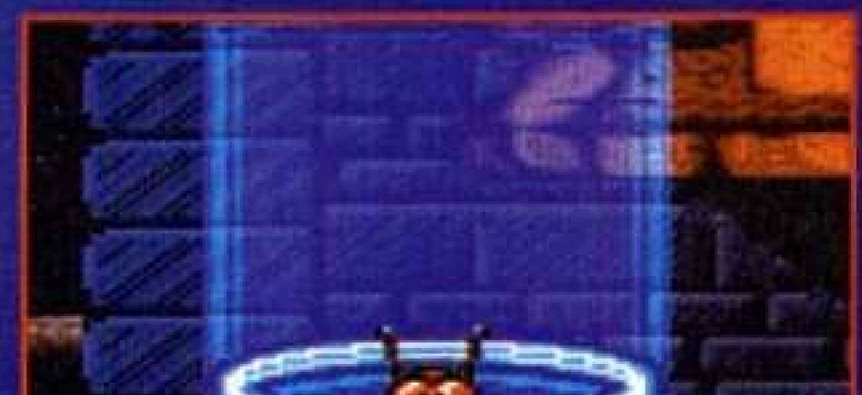
1. MISSILE LAUNCHER: Fires powerful homing missiles.

2. PULSE LASER: A wide-ranged wave-like projector that's incredibly powerful, too! Not quite so ay-may-zing as the Lightning Bolt, but slightly easier to grab hold of.

3. FLAME-THROWER: Echoes of the film Aliens resound about the caverns as BOB incinerates everything in his path. Range is something of a problem, but there's power galore.



▲ Die, die, you Dog-faced rubber-necky thing, you.



▲ Introducing BOB - Hula-Hooping Champion 1963.

RATINGS

BREAKDOWN

STRATEGY	■	■	■	■
ACTION	■	■	□	□
CHALLENGE	■	■	□	□
REFLEXES	■	■	□	□
ORIGINALITY	■	□	□	□
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	■	■	■	□
DAY	■	■	■	□
WEEK	■	■	□	□
MONTH	■	■	□	□
YEAR	■	□	□	□
	LOW	FAIR	GOOD	HIGH

PRESENTATION 76

▲ An extended, cartoon-style attract sequence and decent intermission screens. A password system helps things along.

▼ No options at all.

GRAPHICS 87

▲ Very slick sprites and smooth character animation.

▼ The backdrops are all pretty dull!

SOUND 81

▲ Good spot effects.

▼ Dull music, though.

PLAYABILITY 83

▲ It's involving for the a while. BOB is adept at many things and so controlling him is fun for a while.

▼ The pace is way too slow for at least a third of the game.

LASTABILITY 74

▲ A huge game with a decent level of challenge.

▼ Unfortunately, it does little to sustain interest and may be forsaken for something more exciting.

OVERALL 78

A high-quality game which is polished in every aspect, but lacks variety and much-needed excitement.

GET READY TO GET SPOOKY,
AND GET SET TO GET KOOKY...
IT'S PUGSLEY'S SCAVENGER HUNT™ EN GARDE!
PUGSLEY'S SCAVENGER HUNT™
The Addams Family™
LICENSED BY Nintendo
PUGSLEY'S SCAVENGER HUNT
The Addams Family
SUPER NINTENDO ENTERTAINMENT SYSTEM
MET NEDERLANDSE HANDLEIDING
MODE D'EMPLOI EN FRANÇAIS
ocean

As if things weren't ooky enough! Wednesday has been a perfectly taunting child. She's gone and devised a simply tourturous game which will drive her darling wretched brother, Pugsley, to happiness. How absolutely delicious! Wednesday has hidden six wonderfully strange items somewhere about the Addams Family Mansion. Now, you must guide poor Pugsley on his quest to uncover them. Traps, traps, traps you say! Well, yes. What else would add so much lovely horror to this unaturally delightful fun? Little Wednesday, so full of charming woe, has made sure this adventure will be a doom-filled doozy. There are even hidden switches all about, which produce the loveliest blood-curdling effects when Pugsley runs into them.

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** KONAMI
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SHOOTER
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:** 2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** 8
- **RESPONSIVENESS:** Excellent
- **1ST DAY SCORE:** 442,800
- **GAME ORIGIN:** Based upon Konami's 1990 hit 'bells 'n' whistles' coin-op.

CONTROLS

- **HOW TO PLAY:** Have Twinbee and/ or Winbee Shoot and punch their way through seven levels of vertically-scrolling action.

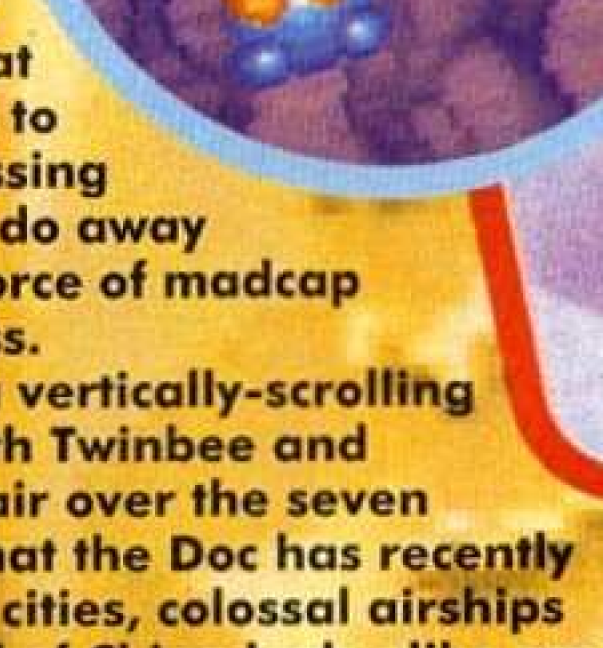
A	CHIBI (SEE REVIEW)
B	FIRE
X	ENERGY
Y	THROW BOMBS
L/R	L: NO FUNCTION R: THROWS YOUR PARTNER
S	START: STARTS/PAUSES SELECT: NO FUNCTION

Twinbee and Winbee enjoy doing everything together. They are, you might say, the perfect couple. In the bathroom there are matching Twinbee and Winbee towels, in the kitchen cupboards you'll find matching Twinbee and Winbee crockery. Everything they own has its twin - except for underwear, of course (we hope)! This sad, *sad* couple are also the darlings of our future Earth's defence force and the two ace pilots of bizarre-looking space fighters that are also, as expected, a matching pair. All excepting the colour that is, as Twinbee's craft is blue whereas Winnie's, if we may call her that, is pink. Bleuch!

Anyhow, the day arrives where a mad scientist named Dr Mapdock decides that it is about time he took control of the World and everything in it, which includes our heroes' special friend 'Madoka'. This he has decided as a direct result of reading 'Mad Scientist Weekly' for the past three months or so. This ill-informed publication fails to point out, however, that all mad-scientist's plans are invariably foiled by heroes such as Twinbee and Winbee!

As Twinbee or Winbee, or indeed *both,* should you have a co-operative friend at the ready, your task is to fill him in on these missing details to his plot and do away with his imaginative force of madcap creations in the process.

The game itself is a vertically-scrolling shoot 'em up affair with Twinbee and Winbee taking to the air over the seven locations Worldwide that the Doc has recently occupied. Underwater cities, colossal airships and even a Great Wall of China look-alike are amongst the places that the 'bees infiltrate with cannons blazing and bombs dropping in the most bizarre possible way. Another Konami classic? Read on and find out.



With a sudden change of heart the valiant Twinbee tosses a few onion rings down to the starving pirates!

'Please, daddy! Please let us go and play on the big pirate ship. Pleeease?!'. 'Oh, alright then. Off you go!'

LIFE PRESERVER

Another aspect in which Pop 'n' Twinbee differs from the norm is that the two fighters have life metres as opposed to the usual stock of extra ships. This means that any hits register on an energy bar and any damage is replaced by collecting heart icons. Such icons are obtained by attacking Mapdock's ground forces with bombs.

POP'n TWIN BEE

OPTION OPTION

Before battle commences the player is provided with an option screen to adjust the path of the ship's 'options'. These are the drones that surround the ship whenever a green bell is collected. There are two such options to collect in two-player mode, four if you play alone. The ship's options have three possible routines to follow:

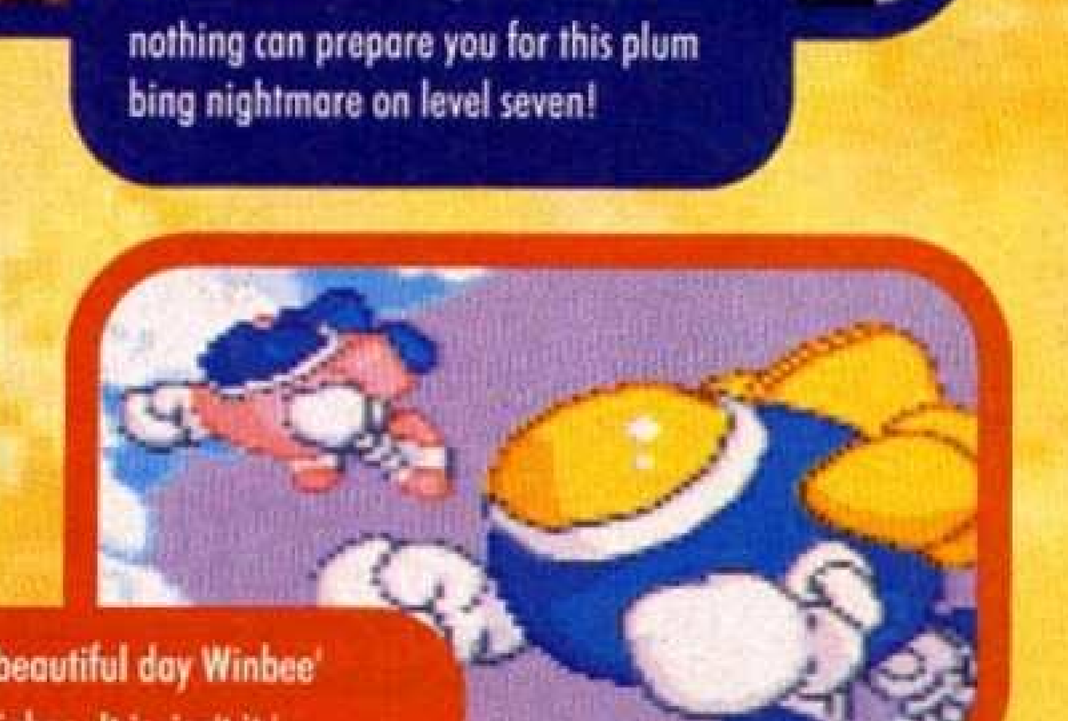
MIMIC: The drones trail behind the ship as it moves.

CIRCLE: The drones rotate about the ship providing covering fire in all directions.

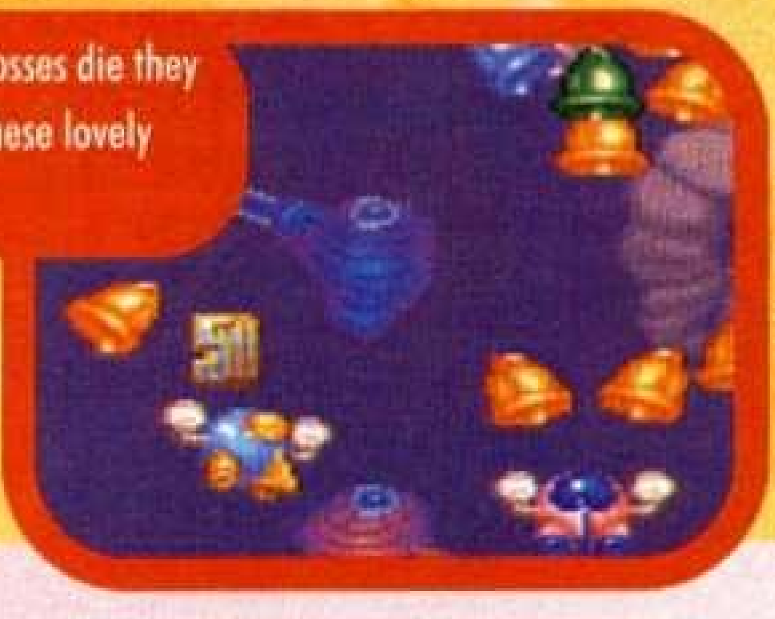
SURROUND: The drones cover all areas of the screen by getting behind or at the side of the enemy formations.

You've heard of Pipe Dream, but nothing can prepare you for this plum bing nightmare on level seven!

Winbee is thrown into the heart of the deadliest chocolate orange she's ever had the misfortune of laying eyes upon!



'What a beautiful day Winbee'
'Yes, Twinbee. It is, isn't it.'



When the bosses die they leave behind these lovely bells !

CLOUD BURSTING

Pop 'n' Twinbee shies away from the usual methods employed by most shoot 'em ups, this is made apparent by the way each bee is powered up. Rather than collect icons all power-ups are represented as bells! These are discovered by shooting at clouds. Shooting at the bells that emerge changes their colour . Each shade dictates the power-up's effect.

Golden: This is the colour at which the bells first appear. Collect one of these to accumulate bonus points.

Blue: These give the bees a speed boost which is always useful for nippy manoeuvring.

Pink: Provide the bees wih a force-field.

Grey: Arms the ships with a powerful, plasma-type weapon.

Flasher: Replaces one of the special Chibi attacks.

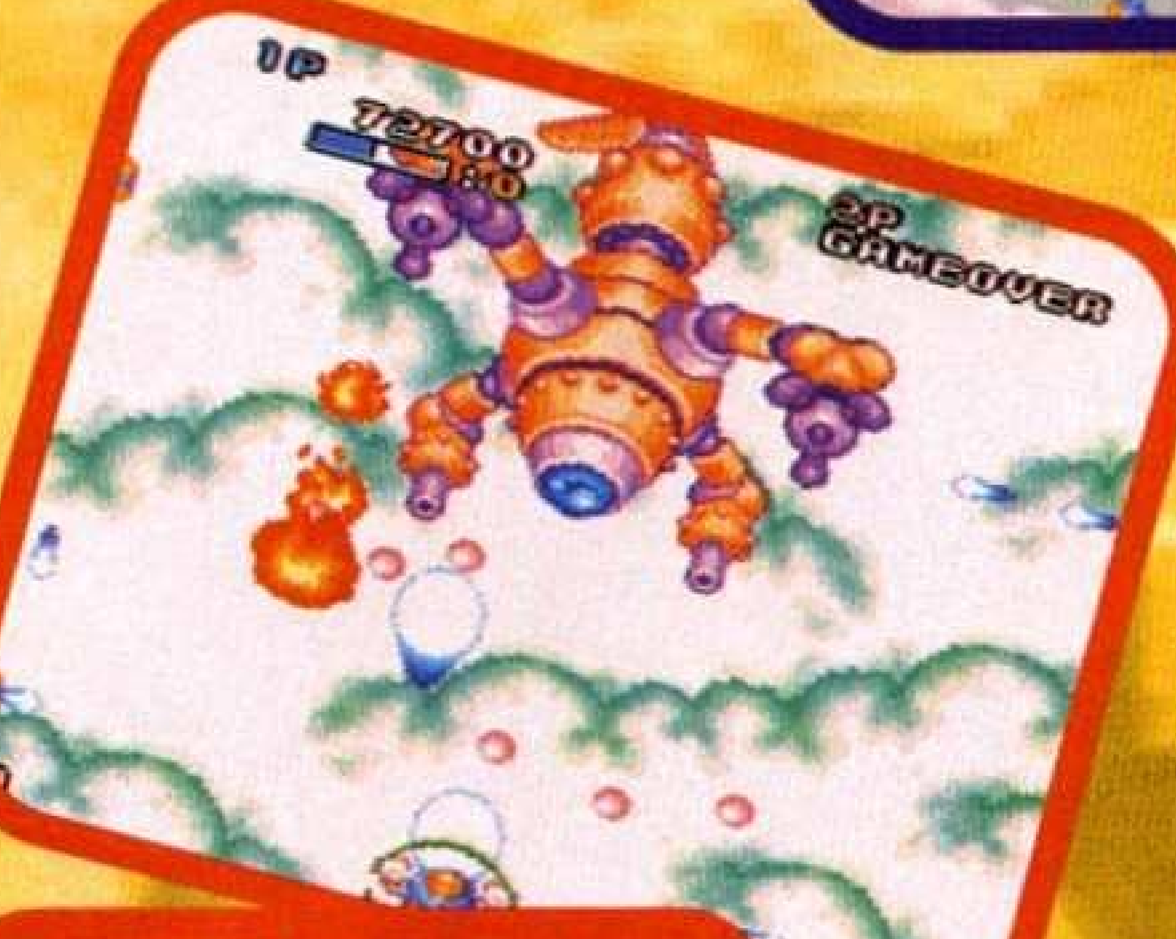
Purple: An all-encompassing spread-gun is yours.

Admire the scenery but don't get too distracted. There's a screenful of scum to waste before you go any further. Boyeeee!

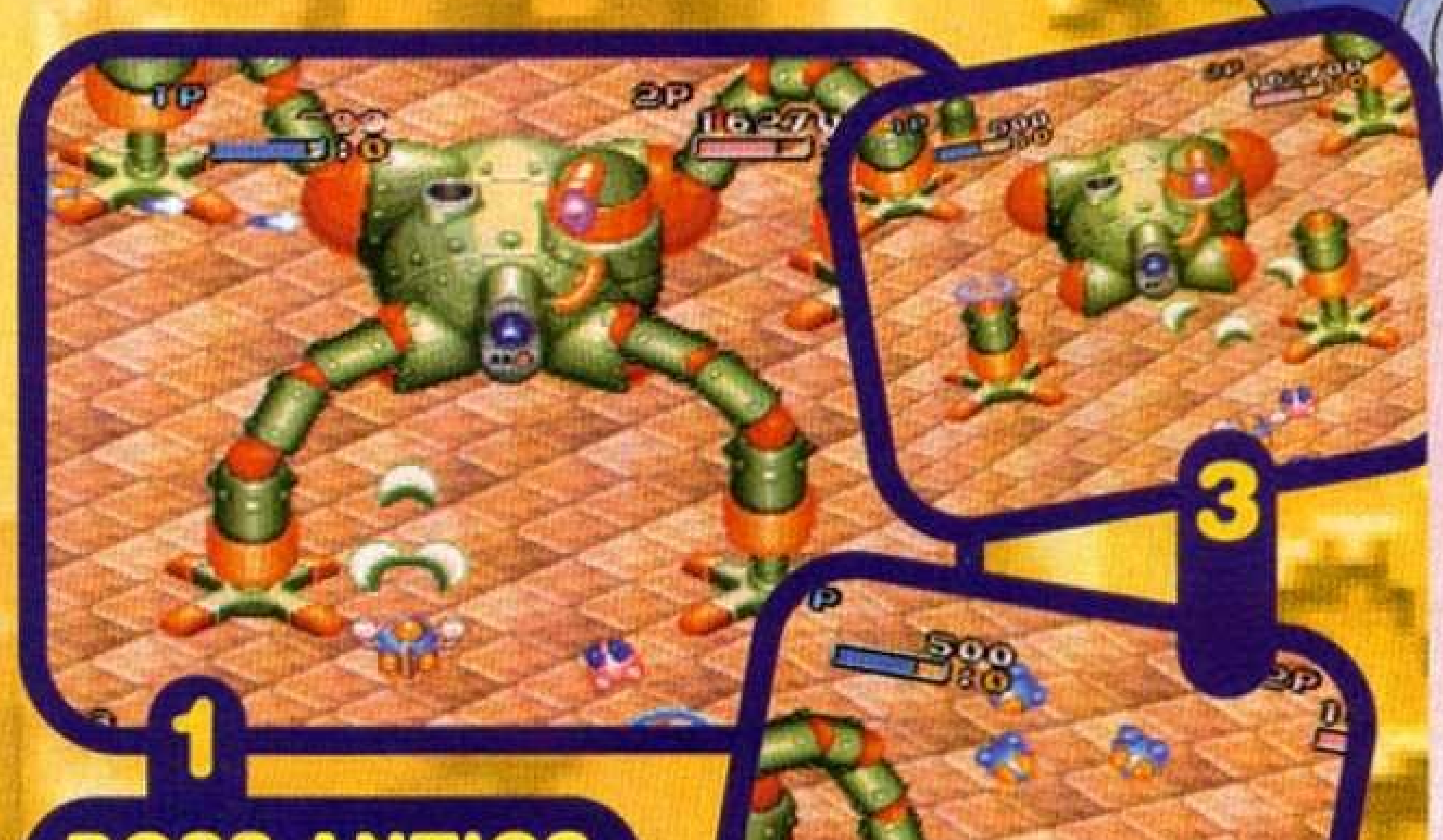
COMMENT

GUS

When I played Parodius I never picked the Twinbee character, but here he is, running his own show, in another of Konami's lavish arcade conversions. You have to give credit to Konami for producing the slickest, prettiest products possible on the Super NES: their name is synonymous with quality. Twinbee is no exception, the graphics are brilliant, sometimes even amazing, and the music and FX are totally right for the action. The cuteness is so over the top it ceases to annoy because you realise someone must be taking the mickey. However, Twinbee's main problem is that it is pretty unexceptional. It's almost as if the prefab elements of a brilliant game are in place, with no 'soul' to make it a classic. In some ways it offers less: less levels, less power-ups and less options than Parodius: without offering anything new. Don't get me wrong, it's still a topper shoot 'em up, but not as classic as some other Konami blasters. If you're not to fussed over original features, you'll be well happy with this.



Don't let the fluffy clouds and sweetness of the colours fool you. This boss is a real monster and its flame-thrower attacks are only the half of it! Mother!



BOSS ANTICS

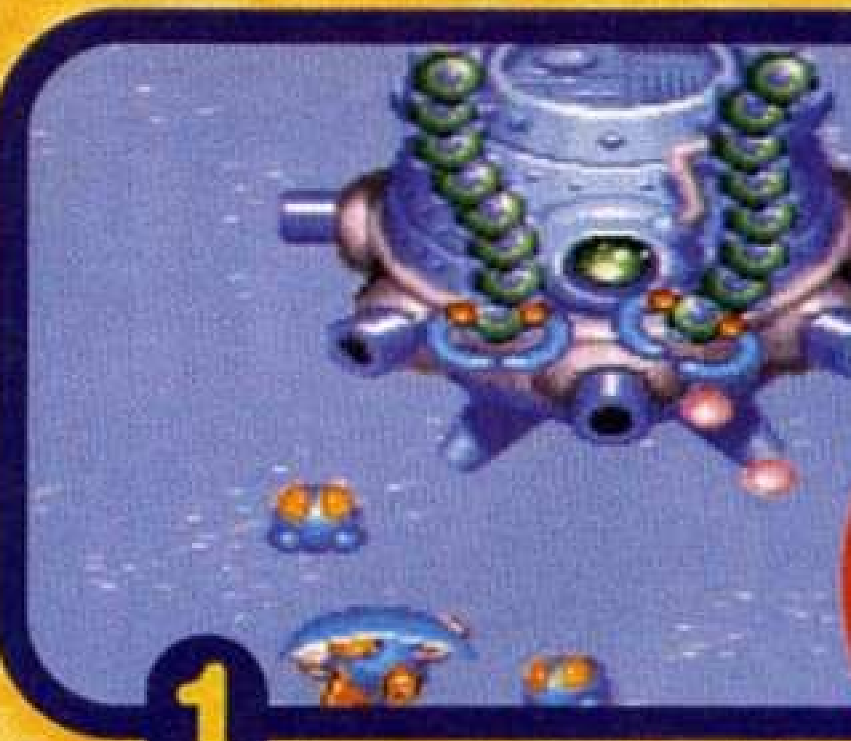
1 Go for the blue eye, taking care to avoid his laser by constantly moving.

2 The blue laser fires straight down whereas the turret mounted laser follows your ship's movement.

3 The legs turn into rocket launchers here. The missiles are easily destroyed by firing at them. Concentrate on the eye!

TWO ARMS

Both Twinbee and Winbee's ships are armed. Literally. On the end of each arm is a boxing glove that is used to throw bombs onto land-based enemies. Close-ranged, punching attacks are also possible by keeping Twin or Winbee's finger on the bomb button. This acts as an effective back-up to the other, long range weapons.



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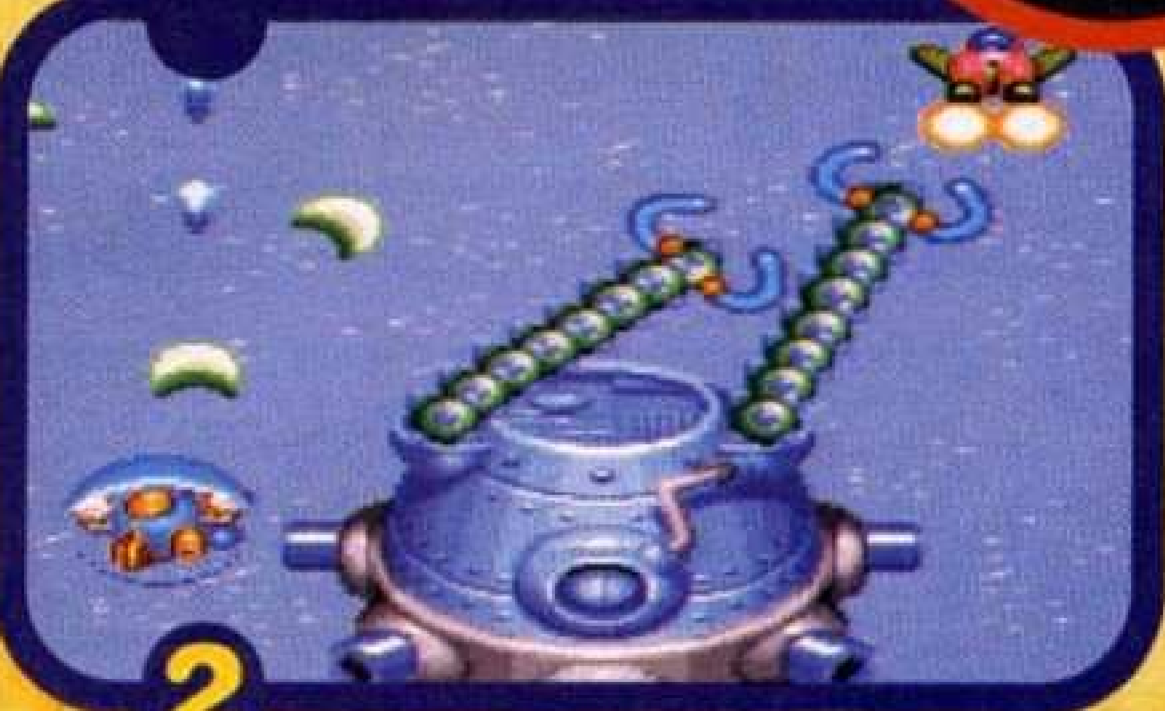

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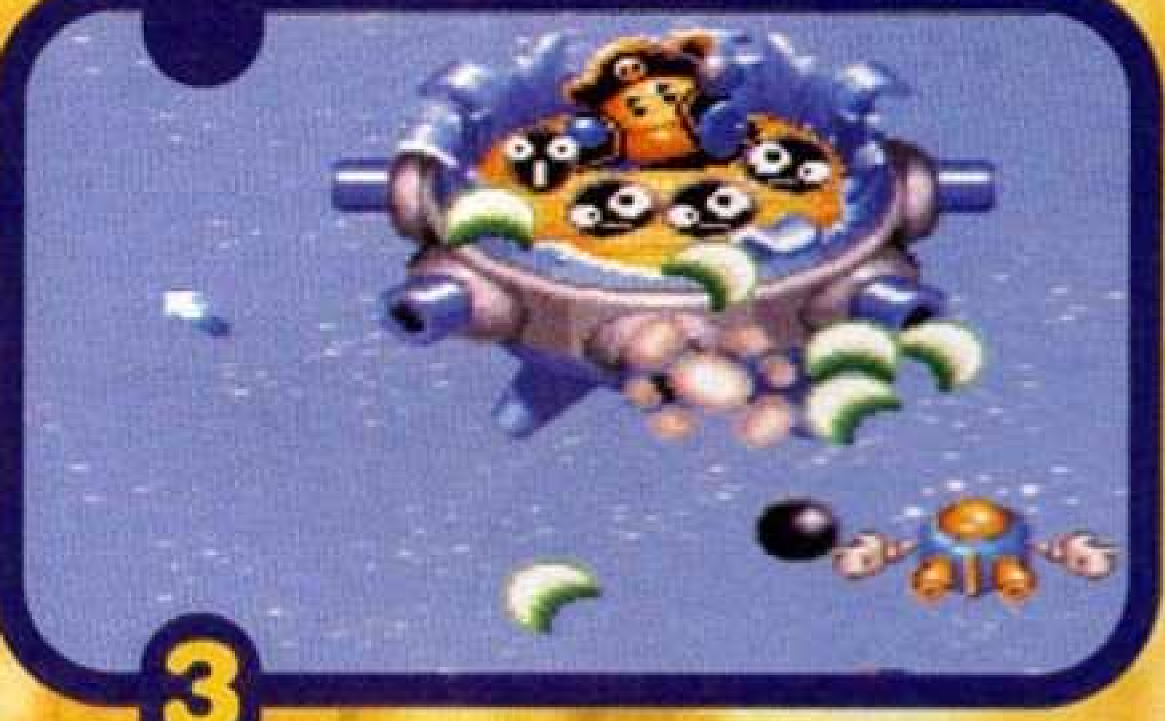

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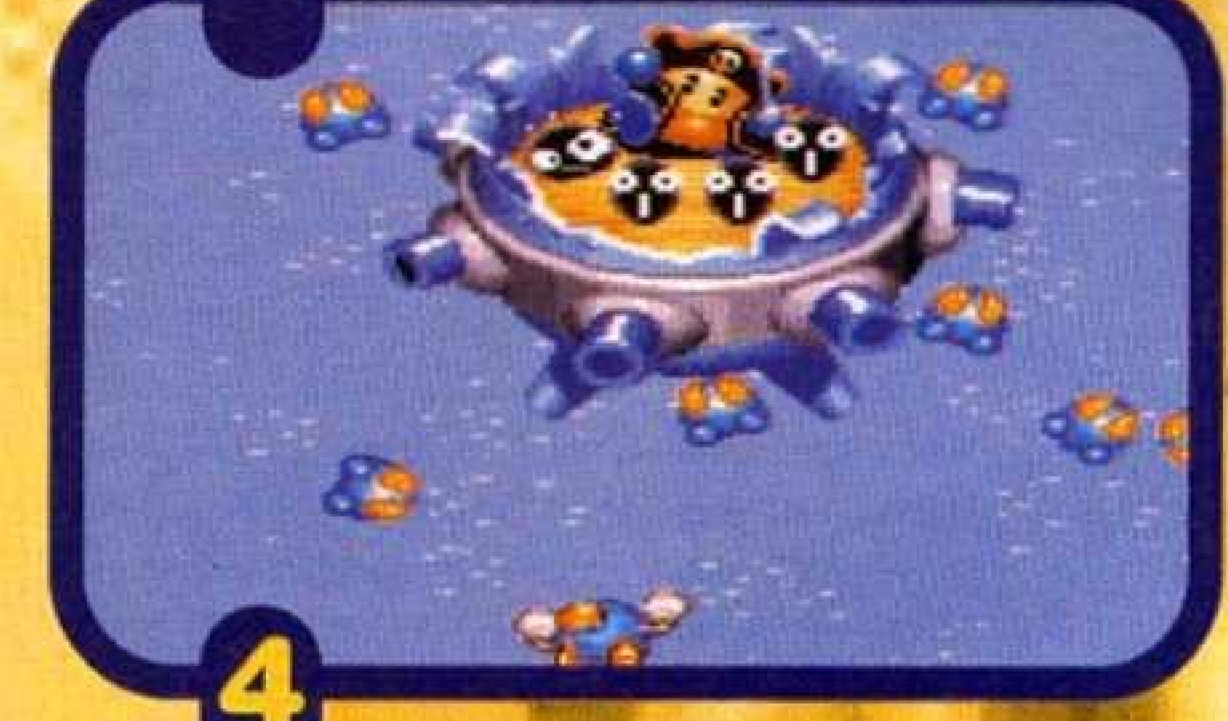

4

MORE BOSS ANTICS

1 'Hands up!'. The very first boss that Twinbee encounters looks 'armless enough at first....

2 ....Until you notice that one of your partners is held captive by this failling contraption. Gnurk!

3 Blow its top then dodge the cannon-balls. Laugh at the pirates' cross-eyed faces as you blast them into submission!

4 The big blighter in the middle is the last of Twinbee's problems - for this level at least!

HE BEE/SHE BEE CHIBIS

In addition to the usual stock of weapons each bee possess a 'Chibi' attack. Chi Bi is the Japanese term for 'childlike' and so the *Chibi attack* releases a squadron of mini Twin or Winbees to assist for a short while. During this time their mother ship is indestructible.

COMMENT

PAUL

The revolutionary Starwing certainly has much to answer for! It says alot when the latest Konami shoot 'em up somehow doesn't make the grade! Pop 'n' Twinbee has all the amazing graphics that are expected from Konami these days and their musical genius also strikes the right chords once more. On the face of it this cart is certainly superb! Strangely, though, no-one here is greatly impressed. Perhaps it is because Super Parodius is so amazing, that this latest offering has nothing more to add. Both games take an abstract approach to the standard shoot 'em up formula and both are of the highest standard. It certainly makes you wonder about their positions should the situation be reversed. There's also more to Twinbee's gameplay, especially with the addition of a second player option. Yet the blasting action is nowhere near satisfying enough! What can I say? There's everything here a person could possibly expect from a vertically-scrolling blaster but the fact remains that it's rather dull. It appears that the days of the humble shoot 'em up are numbered when the release of such potential classics as this is met with merely the raise of an eyebrow. I never thought I'd see the day.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	□	□
ACTION	■	■	■	■
CHALLENGE	■	■	■	□
REFLEXES	■	■	■	□
ORIGINALITY	■	□	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	□	□
MONTH	■	□	□	□
YEAR	■	□	□	□

PRESENTATION 90

▲ Impeccable, as always. Konami have these aspects down to a tee these days! Beautiful attract sequences and intermission screens with a host of options to boot!

GRAPHICS 92

▲ Again these are of the highest standard and very stylish with it.

▼ Unfortunately, they still have a 'seen it all before' quality.

SOUND 89

▲ Excellent, funky music supported by crystal clear, sampled spot effects.

PLAYABILITY 87

▲ The control over the ships is smooth and very responsive. On a high difficulty setting the game is pretty exciting.

▼ The shoot 'em up genre is becoming boring, even in such an outstanding form as this.

LASTABILITY 79

▲ The harder difficulty settings offer a bigger challenge.

▼ Even such an attractive package as this has nothing more to offer after completion.

OVERALL 86

A brilliant shoot 'em up with some of the best graphics available for an unenhanced Super NES. Unfortunately, it's just not that exciting.

YOU CAN'T LICK THE MUTT'S NUTS

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PC review

MEAN MACHINES SEGA

ONE AMIGA

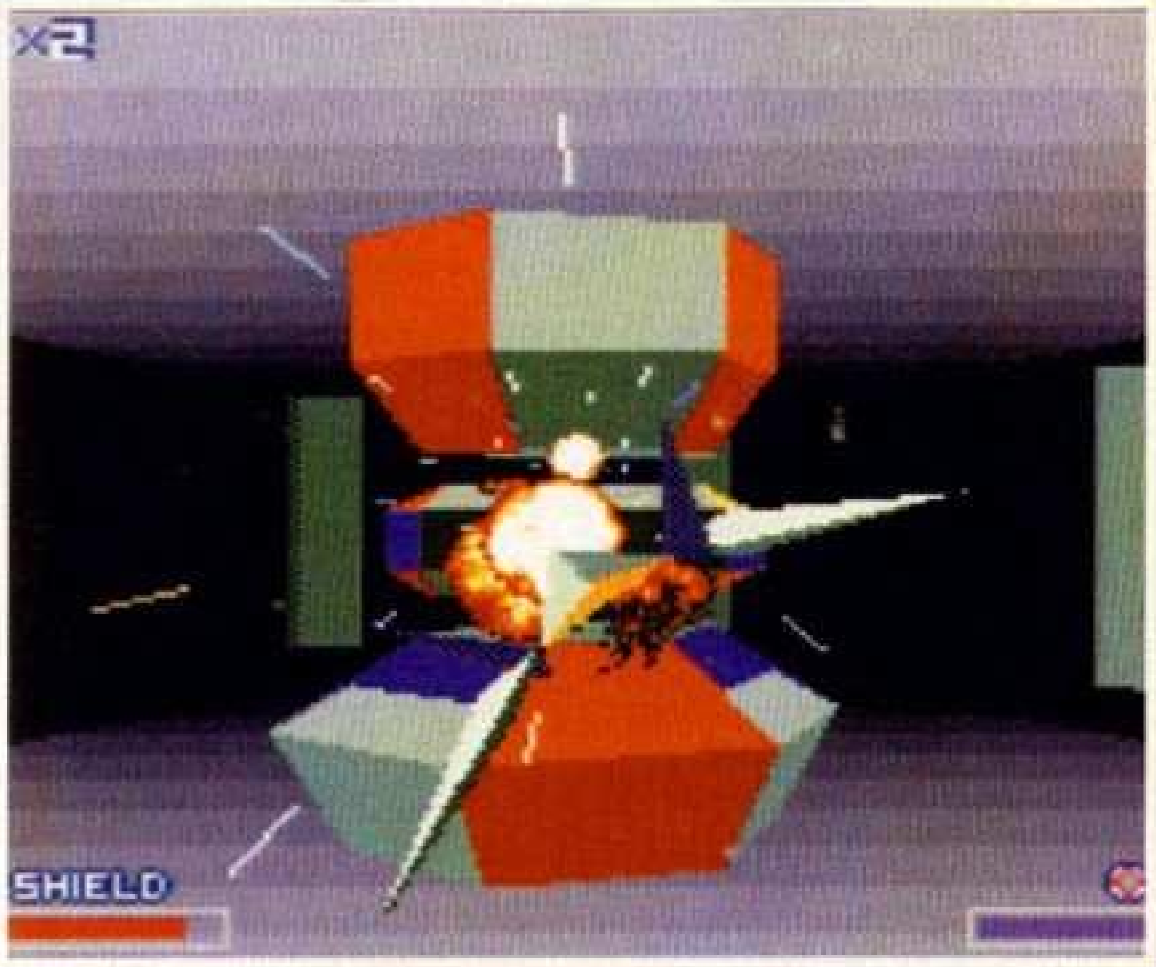
NHS

DR. NMS WILL SEE YOU NOW!

Good day to you, please take a seat and tell me your worries. Oh, too uncomfy to sit down, is it? Oh, well stay standing then... A bad case of game grapes is it? No, oh game gripes. I do beg you pardon. I prescribe the following pages. To be digested immediately.

STARWING

In this, the first part of our ongoing StarWing guide, we begin to reveal every aspect of this stunning 3D blaster. Starting this issue with the first mission, we guide you ship-by-ship through its many waves, before finally clearing up a lot of the mystery and rumours surrounding the infamous hidden worlds. Prepare for the ultimate StarWing experience - only in NMS!



TIPS AND TACTICS

As Dave Kelsall is always saying "size isn't everything", and this is never more true than in our small tips section. Yes indeedy, countless Super NES, NES and Game Boy games have their innermost secrets revealed within these pages, extending their longevity slightly and allowing you to pass that tricky level or boss with ease.

PRINCE OF PERSIA

Wahey! This month the gallant Persian Prince finds himself midway through our excellent guide to Jaffa's trap-laden castle. However, armed with our tips on how to avoid certain death in the shape of the game's many pits and traps, that evil kidnapper will be getting his comeuppance in no time - well, next issue, anyway...

PRINCE of PERSIA

by Jordan Mechner

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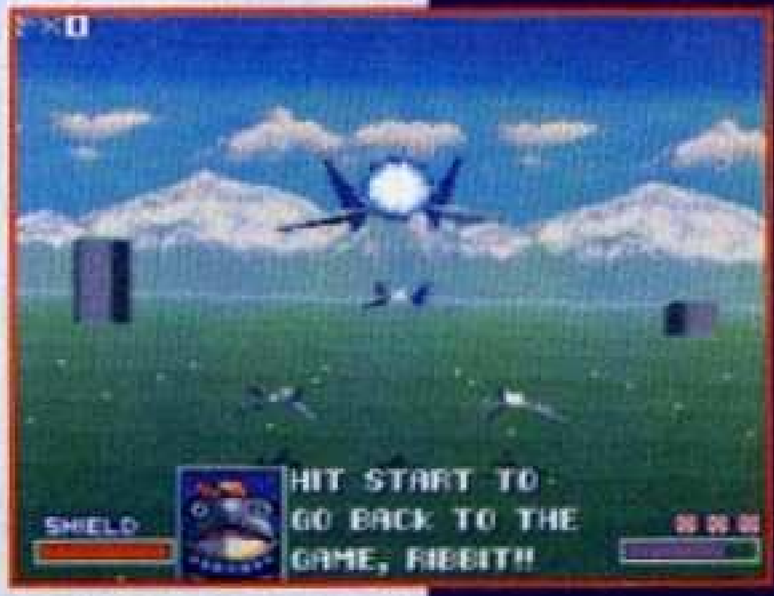
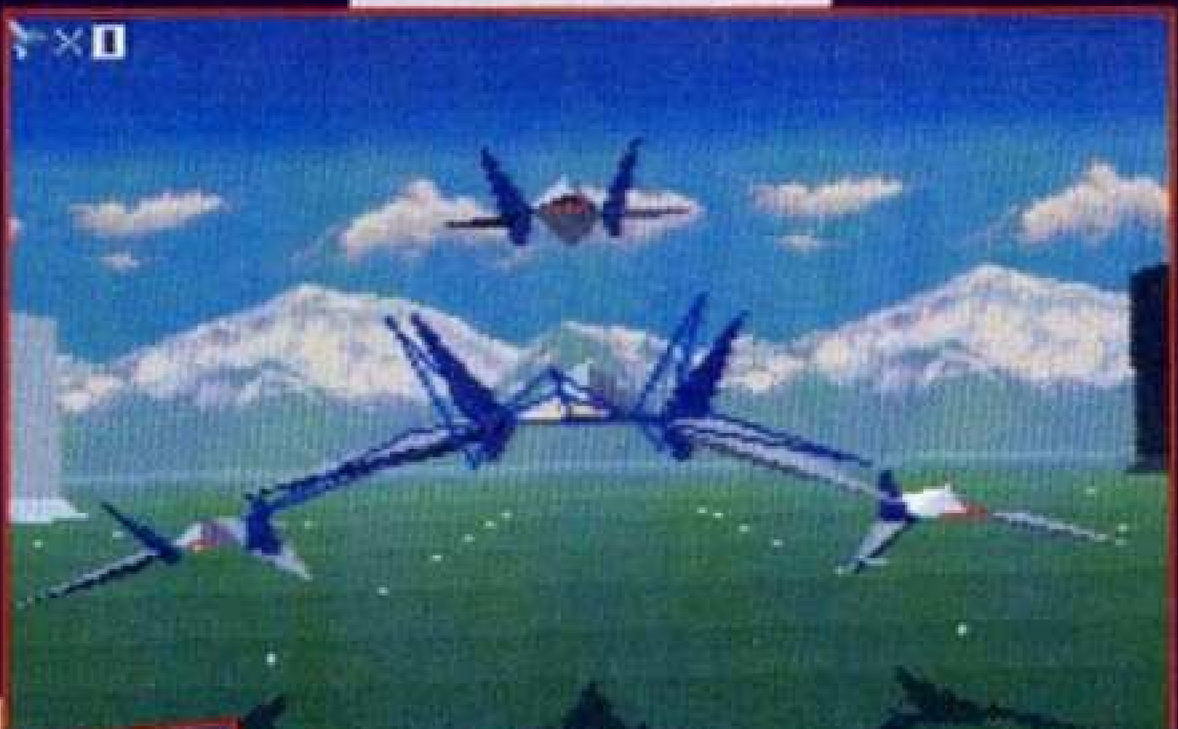
Our guide takes off on what are essentially the basics - with a little decoration of course! It informs players of how the respect of both General Pepper and your dedicated wingmen is earned. We also fly Fox McCloud through the entire first level mission and reveal its secrets. Finally, the first part of our guide lands in style with three of the game's best kept secrets. So, with a brief adjustment to our neckerchiefs, and leaving Slippy to do what the heck he wants with his beads, let us take to the ARWINGS and be off! 'Tally Ho', and all that jive!

TRAINING

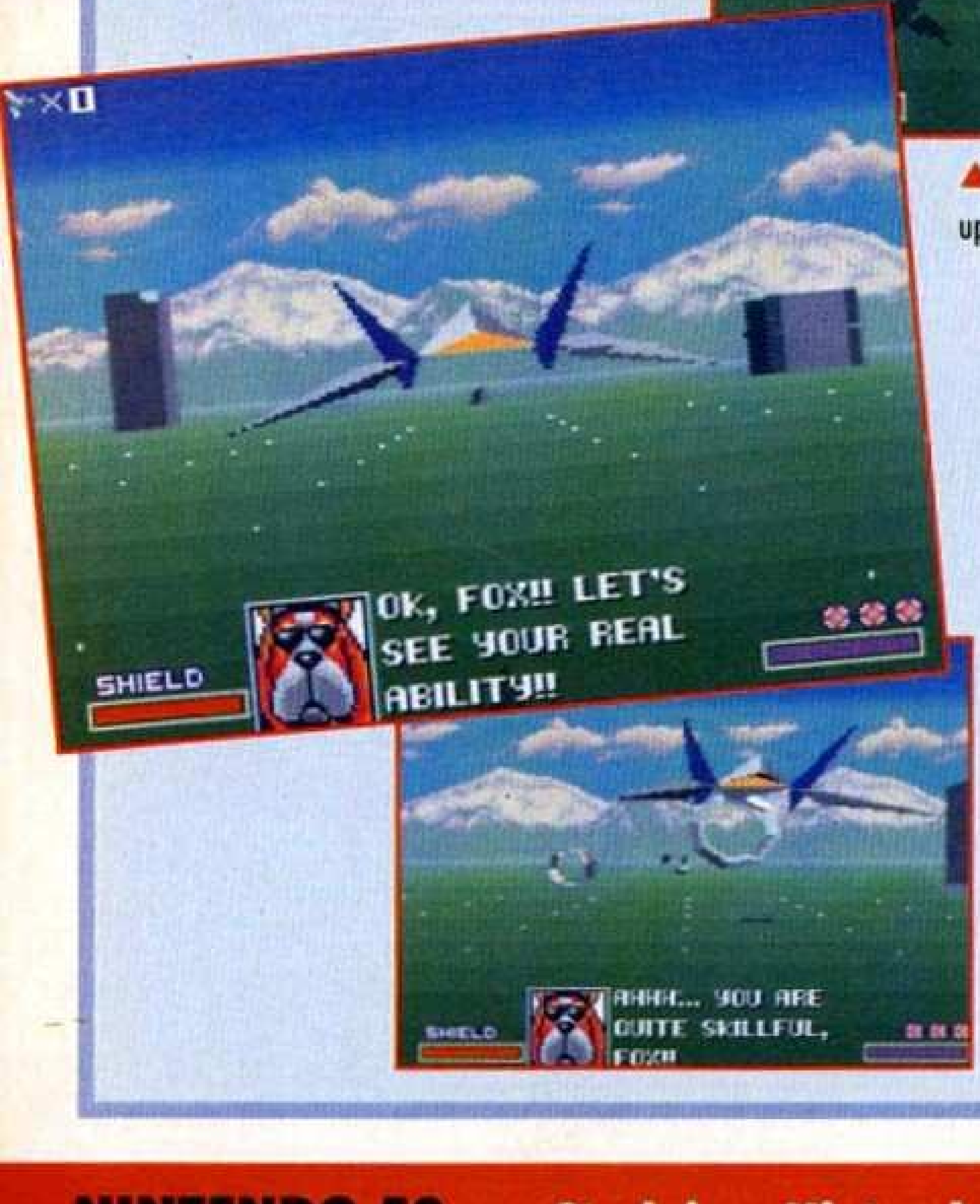
PRAISE FROM THE SEASONED EXPERT

The main aim of the training mode is to impress upon General Pepper that Fox McCloud is a worthy leader of the team. He needs assurance that his ARWING prototypes are in capable paws! Thus, it is Fox's task to successfully fly a clear path through the centre of fifteen rings which Pepper has had erected above the airfield. Pepper's admiration for Fox's worth grows with every five rings pierced. Use of the ARWING's retros to slow down whilst passing through the sixth and eleventh rings makes manoeuvring through the rest much less of a problem.





▲ Keep your Arwing lined up with the outline.

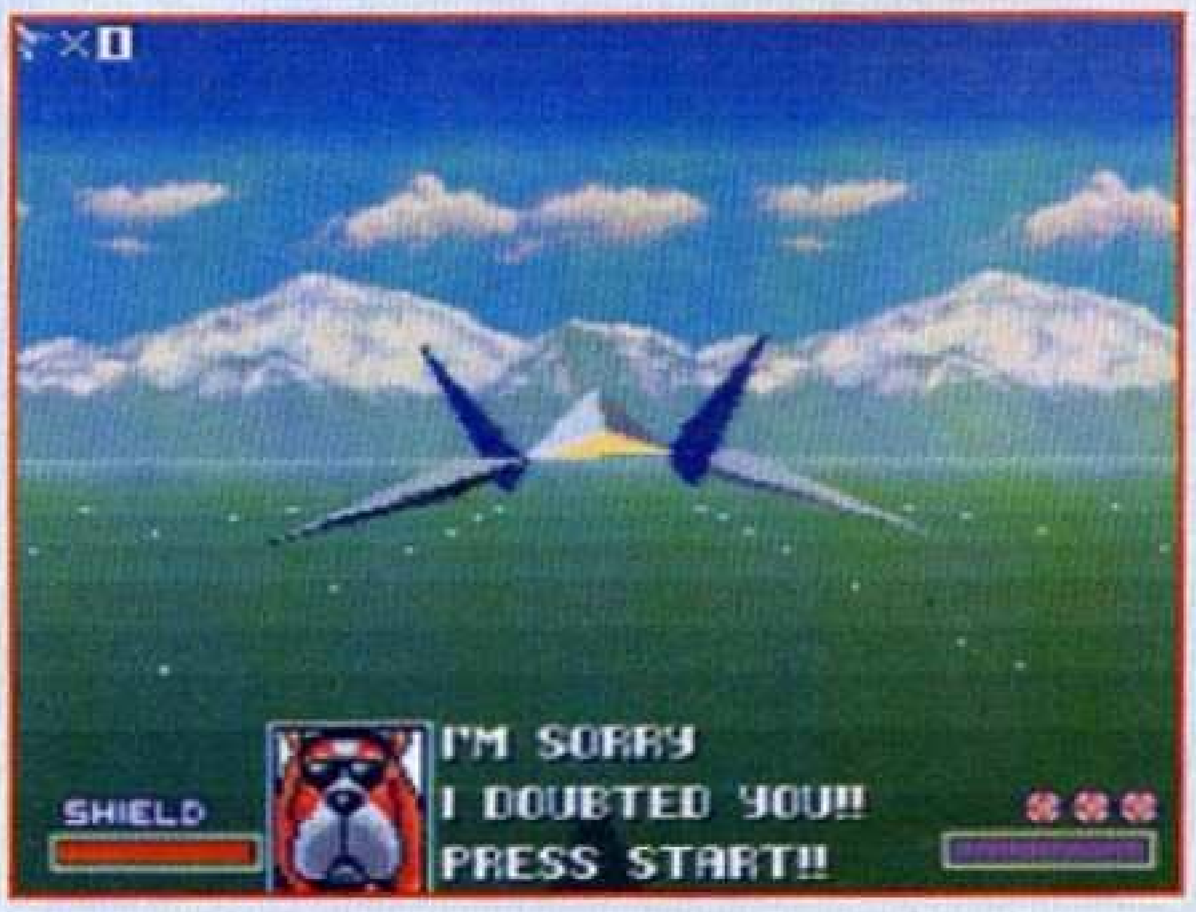

×0
SHIELD
OK, FOX!! LET'S SEE YOUR REAL ABILITY!!
SHIELD
AHHH... YOU ARE QUITE SKILLFUL, FOX!!

'YOU'RE G-G-GREAT, FOX!! RIBBIT!!'

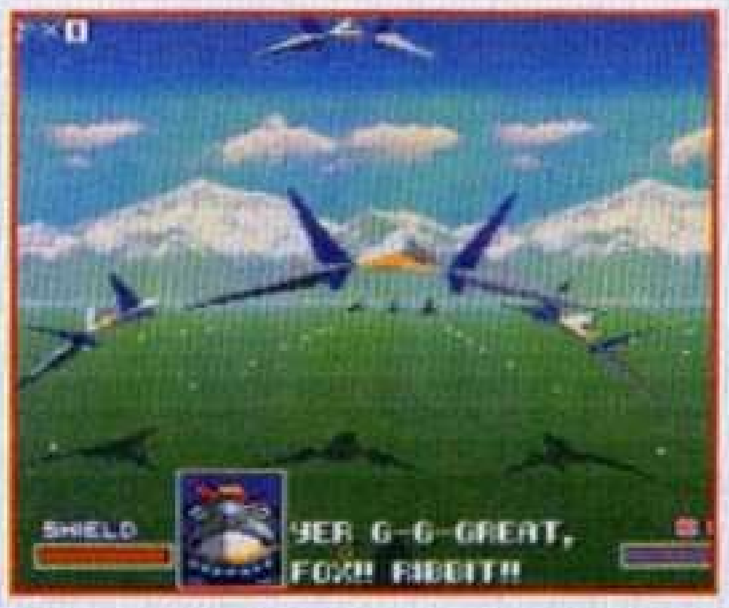
They're Slippy's words, not ours! Yet the only way of earning such respect from Fox's amphibian-like wingman is by having Fox fly in perfect formation with the rest of his team. As soon as Fox's buddies fly overhead engage the ARWING's boosters to join the happy throng, then follow this pattern:

Fly the ARWING: Hard to the left then wait two seconds; hard to the right then wait two seconds. Left a little, then right a little. Pull up for about four seconds then dive back down to the original position. Now roll onto the left wing then straightaway onto the right. Barrel-roll (hit the roll button twice) on the left wing. Then fly to the left a touch now, followed by hard right whilst executing a barrel roll on the right wing. Wait for two seconds then do the same to the left. Wait for two seconds and ease back into the centre of the flight-path.

Once perfected this routine is by far the most rewarding feature of the training mode. Aw, heck! It's just great to have the respect of your mates isn't it! Even if the compliments are coming from a frog! Ribbit.



▲ Pepper's revelations should encourage you to proceed to Level One for the 'real thing'!



▲ Slippy comments on your flying prowess but let's face it, training was a doddle so it's time to start for real!

LET'S GO FOX!

LEVEL 1.1

THE FIRST MISSION

CORNERIA

As this is the very first stage of the easiest route open to Andross it functions as a quick introduction to tactical basics.

Wingmen: The dependability of Fox's wingmen is made apparent almost straight away as Slippy demonstrates how flying through the arches grants a skillful pilot with twin-blasters. This is about as useful as Slippy gets, however - his piloting skills are disastrous at the best of times! That said, all of Fox's partners enjoy taking out as many 'astro geeks' as the next fighter - in fact, Fox grants at least two bogies to one of his wingmen mid-way through the Corneria stage. Remember that Fox's percentage rating at the end of each mission accounts for enemies downed by his wingmen, too, so it isn't always worth bagging everything in sight, especially when there's the offer of assistance!

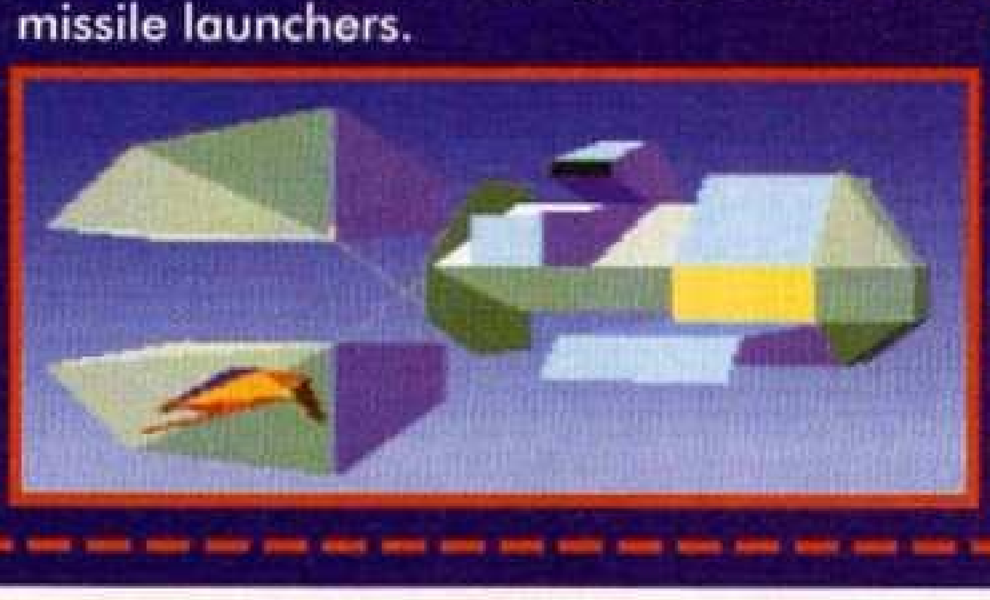
Secret Nova Bomb: There is a Nova Bomb hidden to the right of the last set of buildings, just before the half-way supply ring. This is in addition to the one offered by the patrolling hover-tank which is encountered as a wingman tags two enemy aircraft.

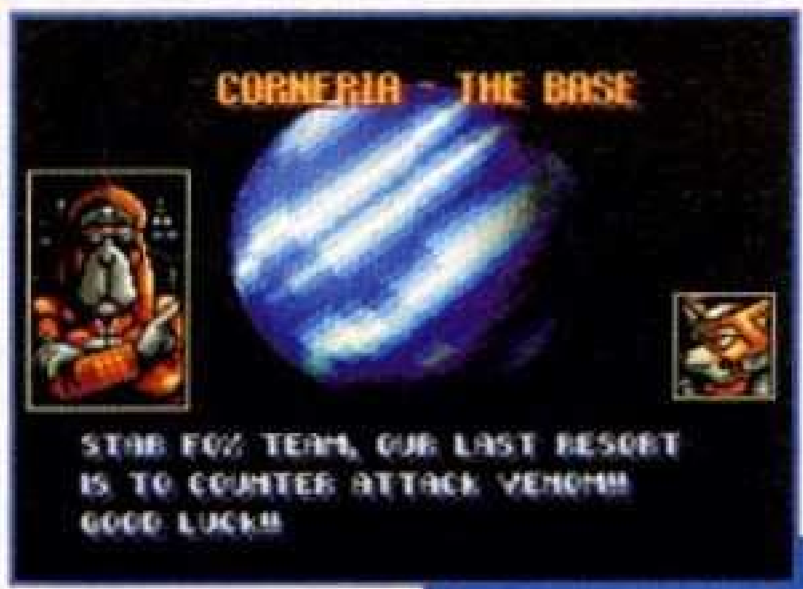
WARNING!

BOSS 1 APPROACHING

ATTACK CARRIER

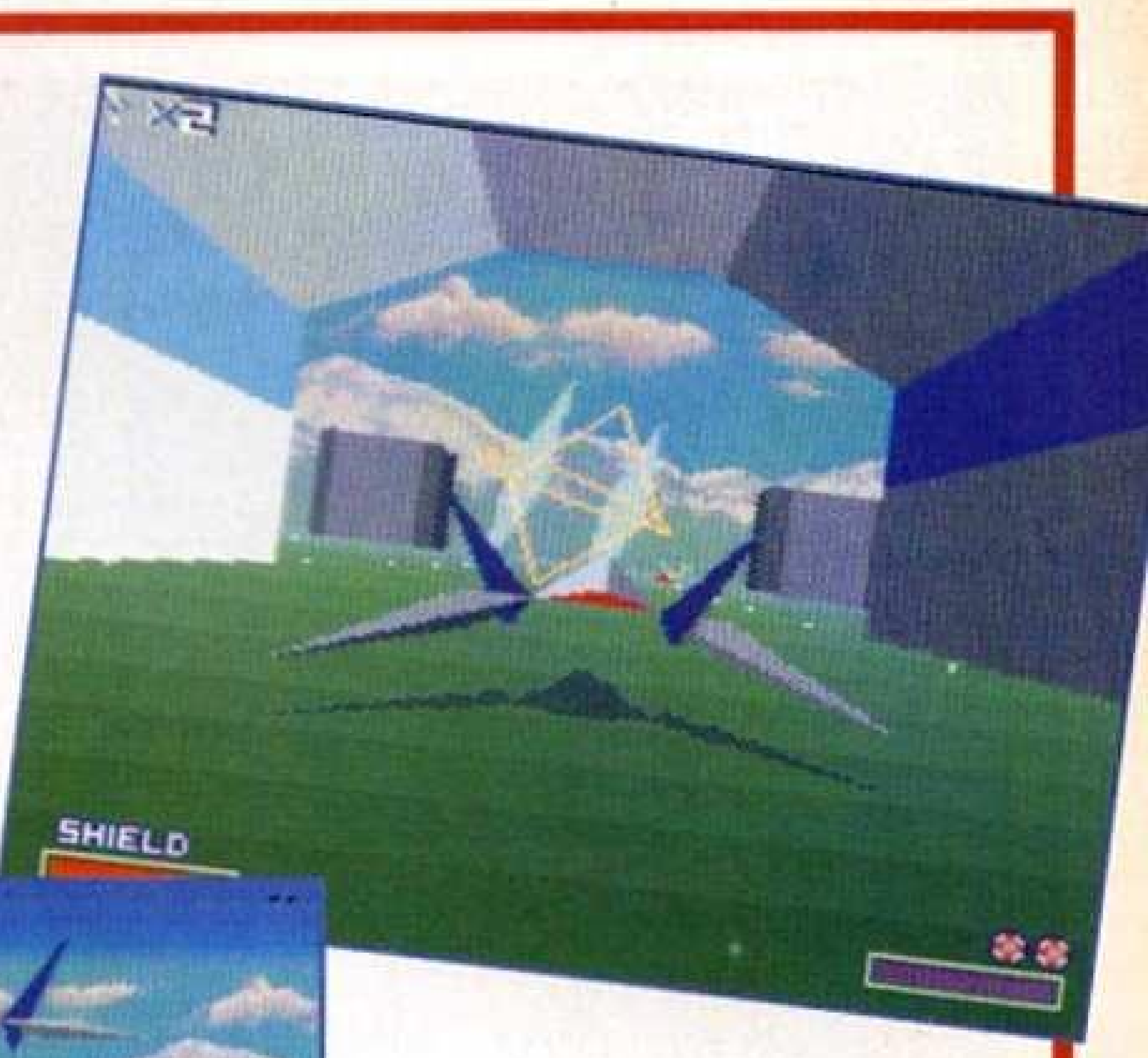
Here is as good a place as any to practice the deflection of laser fire with the barrel-roll technique. This allows the ARWING to remain in the central, optimum position for attack after destroying the aircraft and missile launchers.

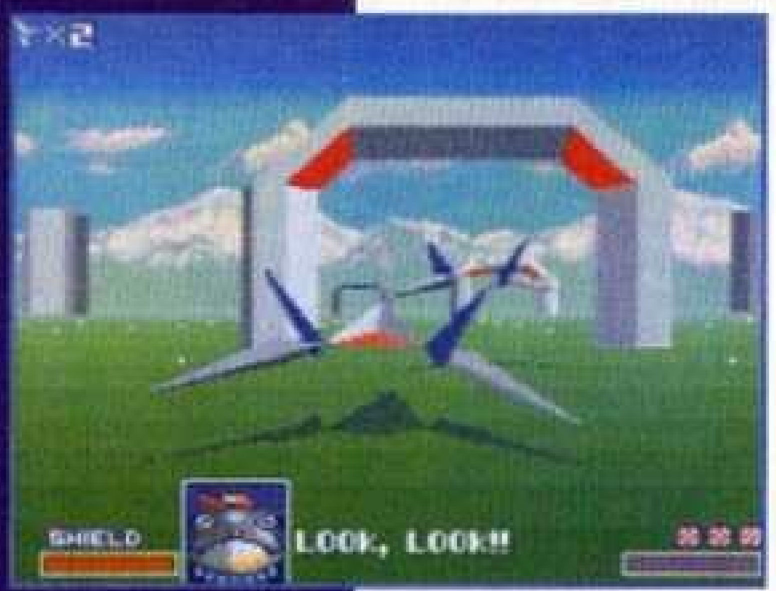


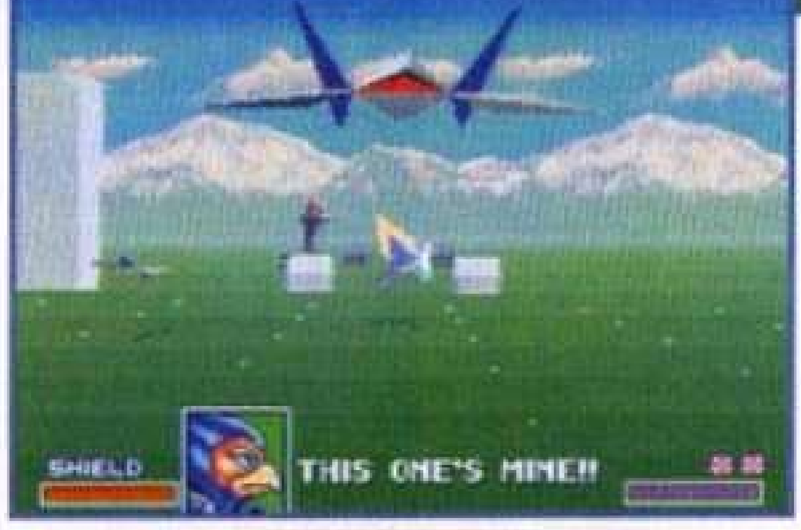


CORNERIA - THE BASE

STAR FOX TEAM, OUR LAST RESORT IS TO COUNTER ATTACK VENOM!! GOOD LUCK!!

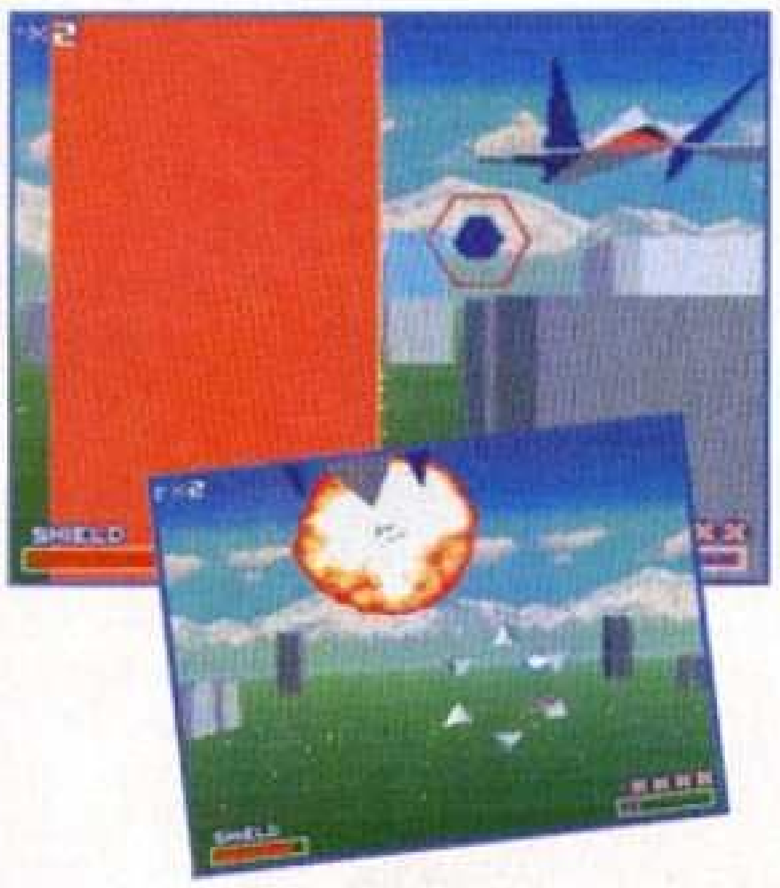


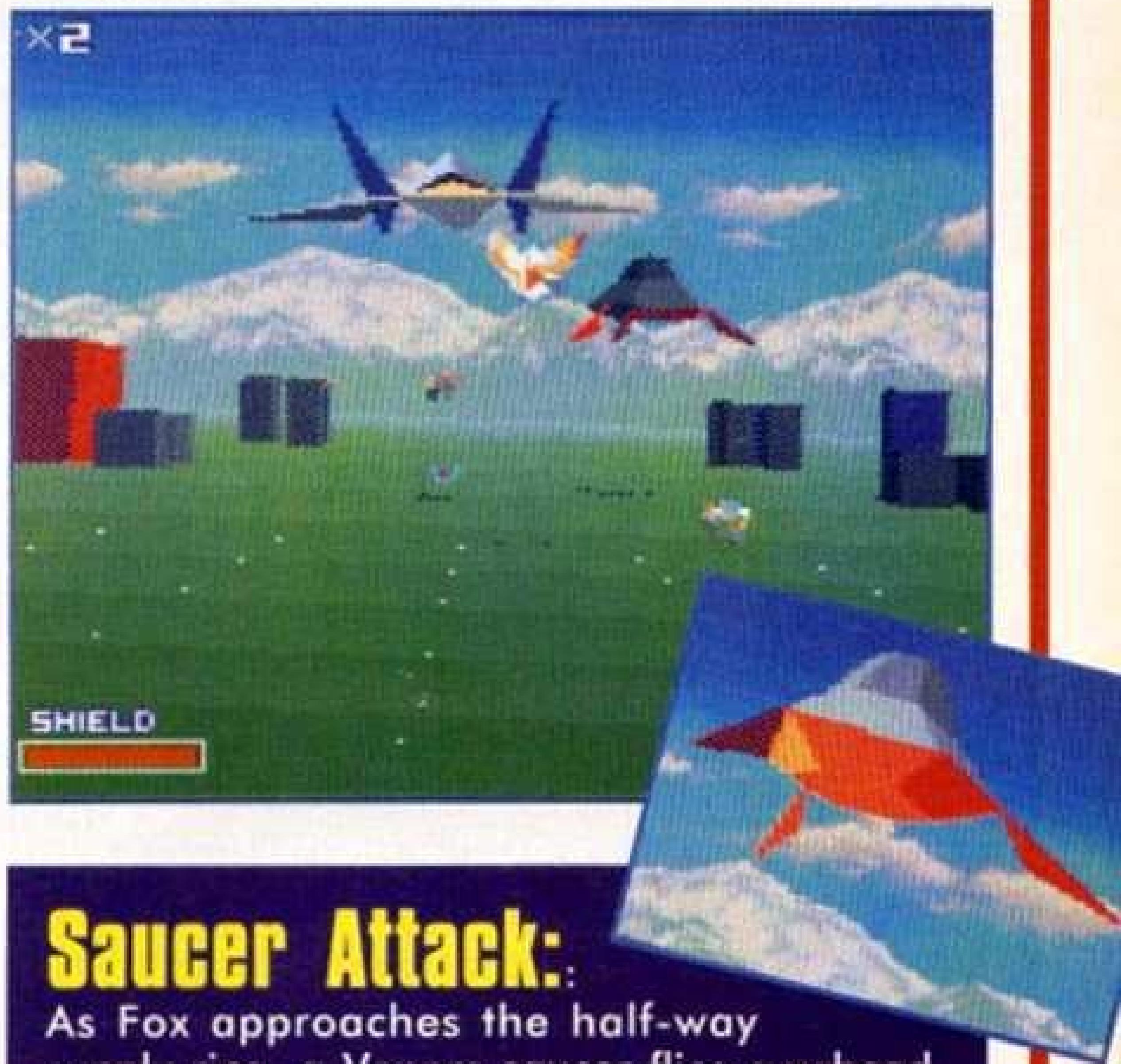




▲ Flying through the three arches at the start of the game will present a twin blaster for your delectation.

▼ The intrepid Fox has the Venom saucer in his sights. Blast it quick before it can release more tanks on to the surface.

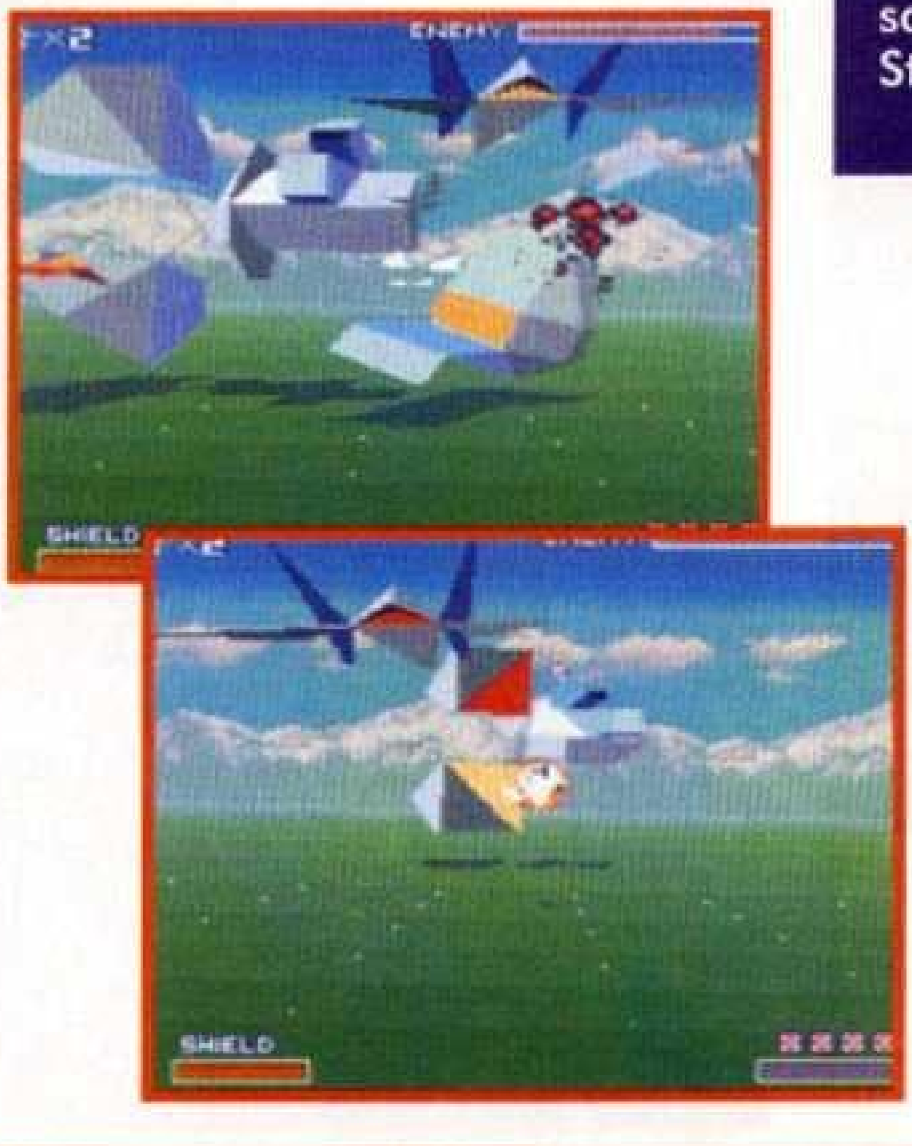


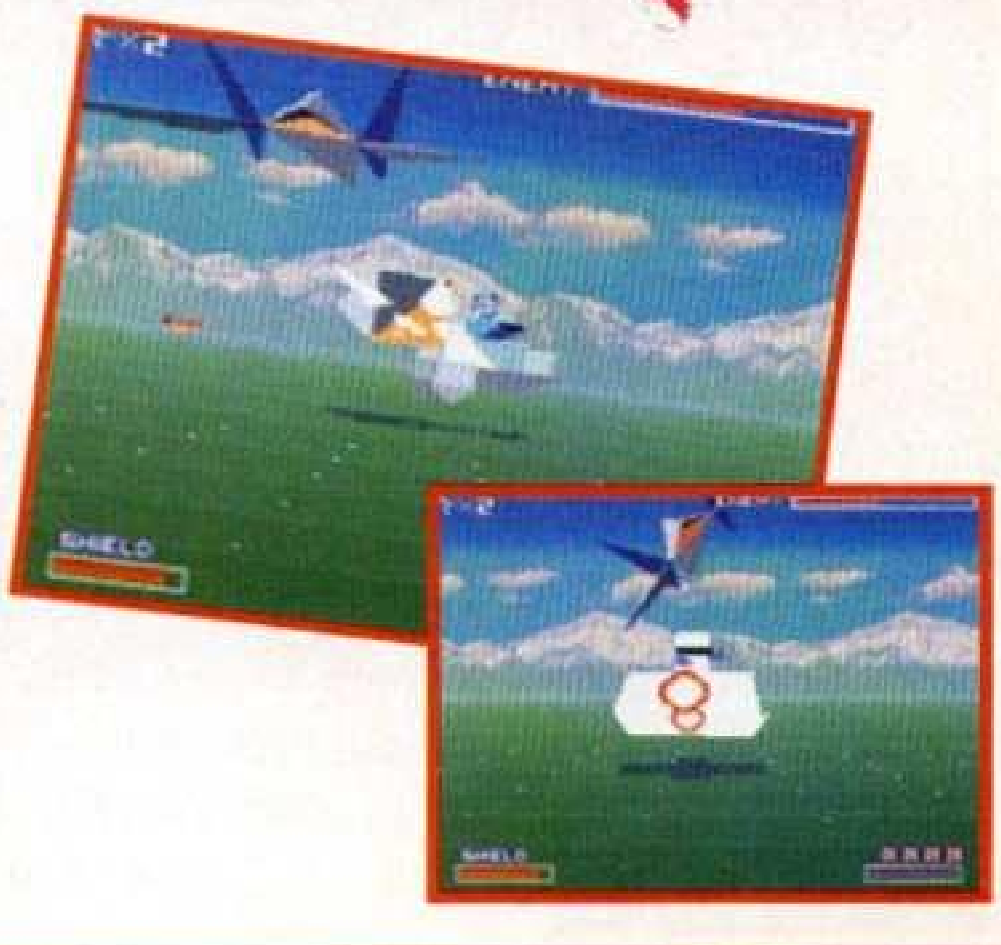


▲ The saucer buys the farm.

▼ The Attack Carrier is the first real threat that Fox faces on this stage. Destroy the Carrier's launch hangar first, then take out the two missile pods.

Saucer Attack: As Fox approaches the half-way supply ring, a Venom saucer flies overhead. Engage the ARWING's retros to slow and blast it from the skies. If left for too long, the saucer drops more troublesome tanks for the StarWing crew to dispose of.





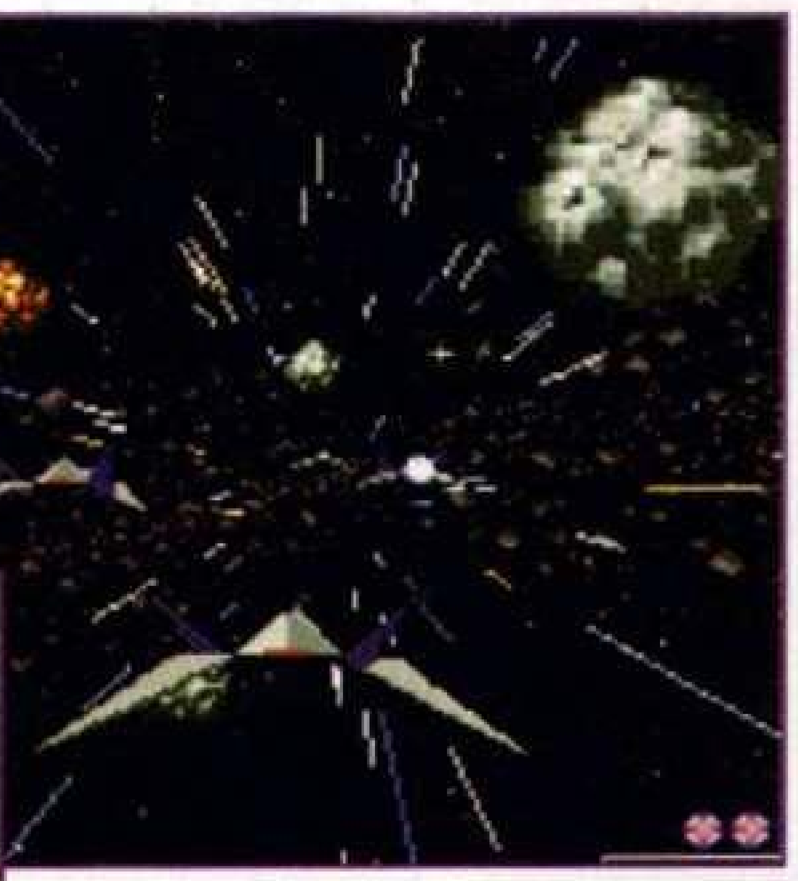
THE SECOND MISSION
ASTEROID BELT

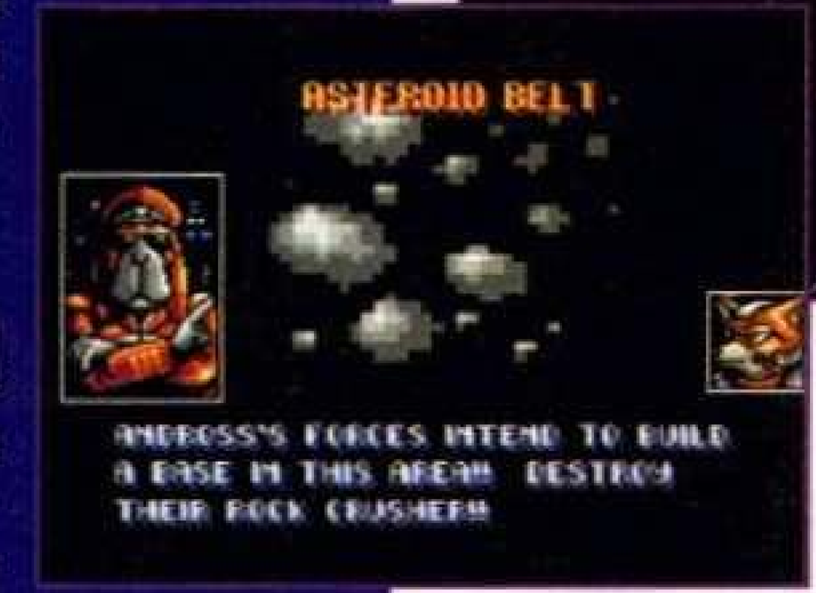
The asteroid belt in level one is one of the most exciting stages in the game. Not because of difficulty but because it is the area where the infamous 'Black Hole' is found. First things first, though:

Twin Blaster: Fly the ARWING through the centre of the triangular, breakable meteor formation - encountered shortly after one of Fox's wing men gives chase to some enemy fighters - for this welcome power-up.

On An Even Keel: It is especially important not to stray too far outside the designated flight corridor for fear of missing important chances of maximising that percentage rating! The Twin Blaster, for example, is the first reward to escape Fox if these guidelines aren't followed.

Follow The Leader: The centipede-like missile formations are more effectively removed by destroying the blue head first as the trailing, yellow missiles immediately follow suit.

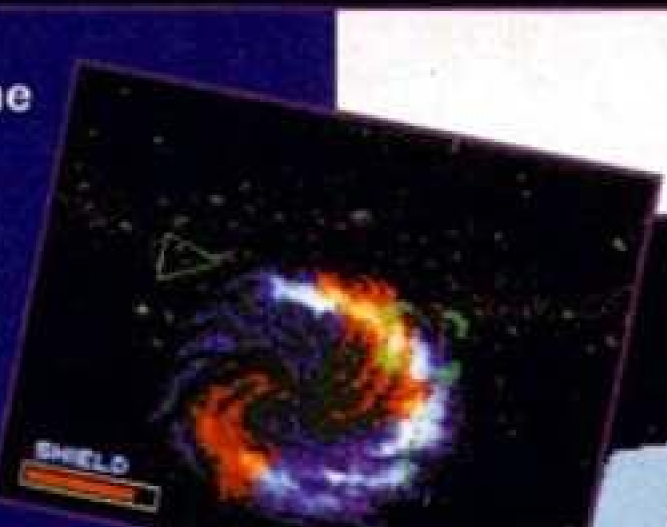


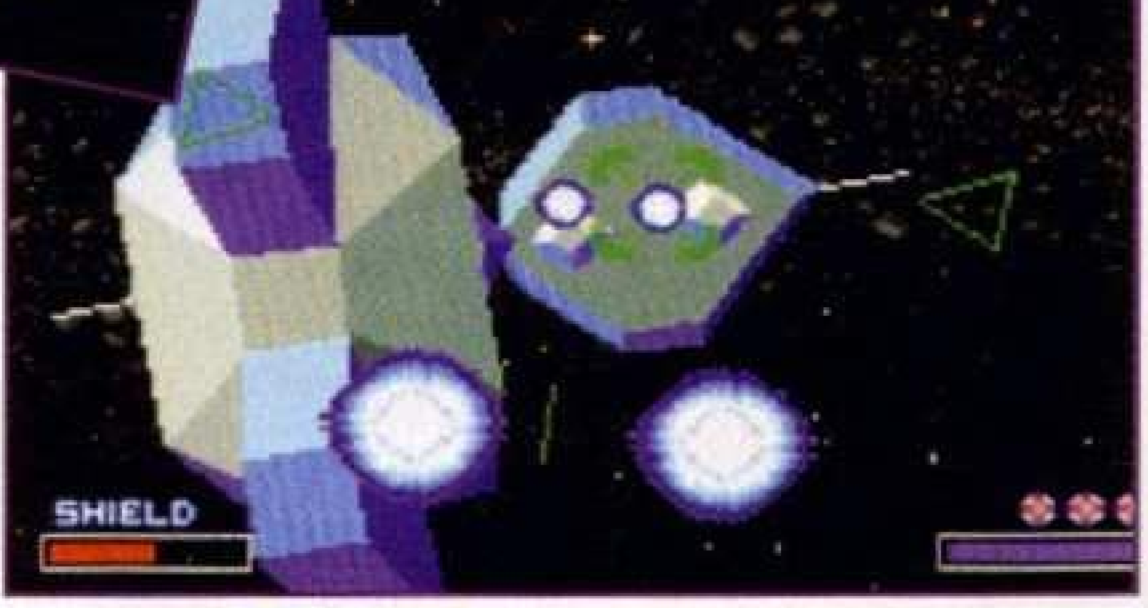

ASTEROID BELT

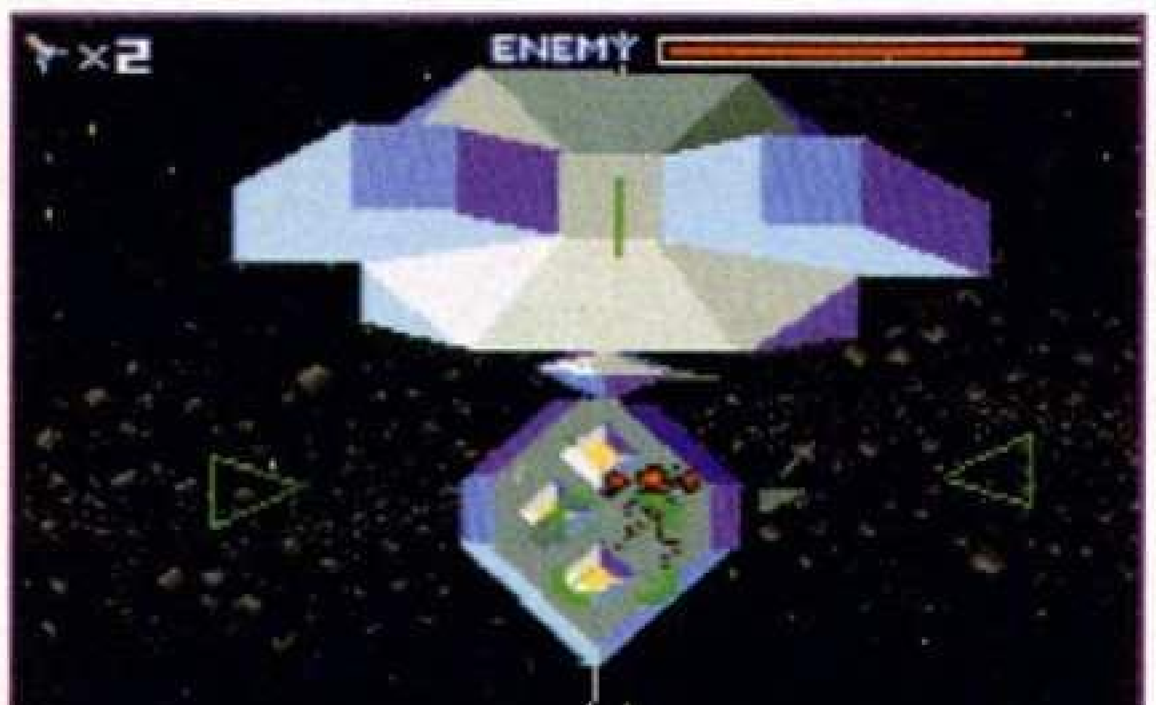
ANDROSS'S FORCES INTEND TO BUILD A BASE IN THIS AREA!! DESTROY THEIR ROCK CRUSHER!!

▲ Fox and the team race through the asteroids towards the inevitable confrontation with Andross.

▼ The awesome Rock Crusher is not as deadly as its appearance would lead you to believe. Blast its Gun pods, Marlon!





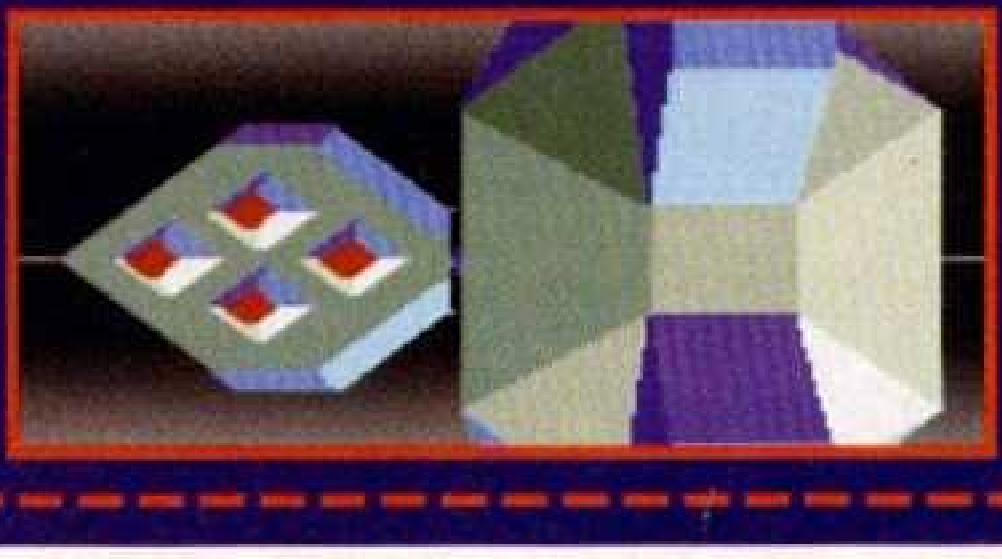


▲ Lampi and Fot Goodle?

▲ Assorted Rock Crusher action scenes courtesy of 'FOX' home video.

WARNING!
BOSS 2 APPROACHING
ROCK CRUSHER

This lumbering monster isn't really built for combat and is a classic case of that old 'bigger they are; harder they fall' adage. Clear the diamond-shaped plates of the laser cannons and then steer clear of the jettisoned battering ram. Now simply position Fox's craft directly opposite the central cannon of the crusher and employ the barrel-roll technique to deflect the blasts. Don't concern yourself about the missiles as the crusher explodes long before they reach the ARWING.



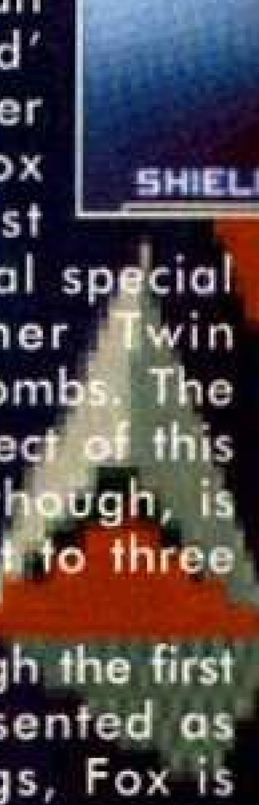
SECRET LEVEL 1
THE BLACK HOLE

The amount of phone calls we receive regarding the whereabouts of this is shameful! Basically there are three successive clusters of five meteors with a breakable meteor at the core of each. Fly the ARWING toward these centres. Hold fire until the meteors almost crash into the ship then fire. After the third formation is dispersed, a grey meteor with an ugly face* upon it appears in the bottom-left of the screen. Blasting away at this reveals the black hole!

Inside The Black Hole: First of all there is an extra ship 'triad' awaiting shortly after entry. Next, Fox approaches blast gates which conceal special power-ups - either Twin Blasters or Nova bombs. The most beneficial aspect of this mecha graveyard, though, is that it is a short cut to three later levels!

By passing through the first of the exits, represented as golden supply rings, Fox is whisked off to Sector Y - the fourth stage of the level two mission. Should Fox choose the second exit gate he finds himself at the start of Sector Z - the fourth stage of the level three mission. Finally, by opting for exit three, Venom awaits! Although this is only the Venom stage found at the end of level one.

This pattern repeats itself so it is best to collect whatever power-ups are required, choose the desired exit and get the heck out! We flew Fox's ARWING for about twenty minutes in the black hole, avoiding all the gates, and absolutely nothing special happened!



Stuck in a Nintendo game? Call the official hints and tips Hotline on 703 652222

▲ All manner of power-ups are available for collection in the space junkyard known as the Black Hole! Woooaaaahhhh-aarrga!

THE AWESOME BLACK HOLE

THIS SPACE GRAVE YARD, CREATED BY ANDROSS'S EXPERIMENTS, IS WHERE YOUR FATHER VANISHED, FOX!!

▼ Fly through floating tunnels to collect the important twin blaster icons.

THE THIRD MISSION

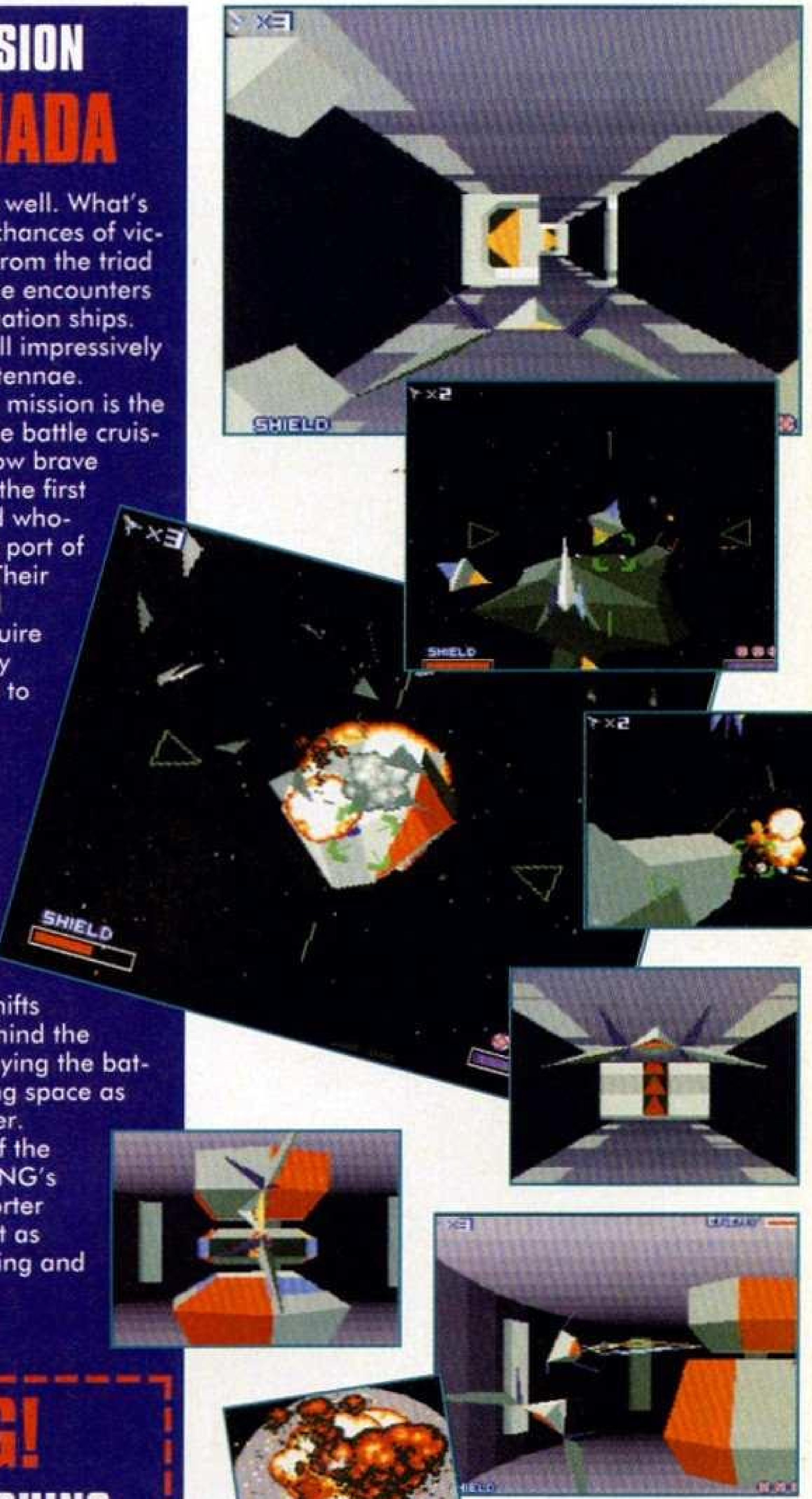
SPACE ARMADA

By now, Fox's ARWING is faring well. What's more he is able to increase his chances of victory by grabbing the extra ship from the triad at the start of this stage. Next, he encounters one of the armada's huge navigation ships. These are no great threat but fall impressively after repeated blasts to their antennae.

As the aim of this part of the mission is the destruction of the armada's huge battle cruisers it follows that Fox and a fellow brave wingman launches an attack at the first of two. Two ARWINGS - Fox and whoever - scream down the exhaust port of the vessel and destroy its core. Their passage is blocked by gates and doors, the routines of which require committing to memory. Vertically operated gates are the first kind to greet Fox and their direction is indicated by the arrows emblazoned on them. The other kind are horizontally sliding doors which are simply blasted out of the way. No worries!

One point of note is that the armada stage begins with the first-point perspective view. When flying inside the battle cruisers this perspective shifts to that of the standard, from behind the ARWING. Re-adjust upon destroying the battle cruisers' cores and re-entering space as this makes the going much easier.

After scrapping the second of the battle cruisers engage the ARWING's retros as there is a huge transporter awaiting! Blast this and head left as there are three more for the taking and a supply ring which aids Fox's ARWING's depleting shield.



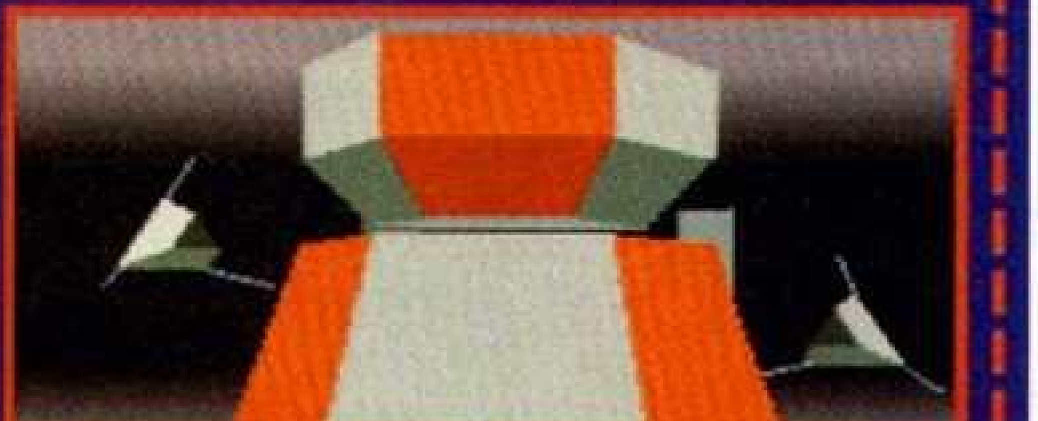
▲ Shoot the pods that link to the core.

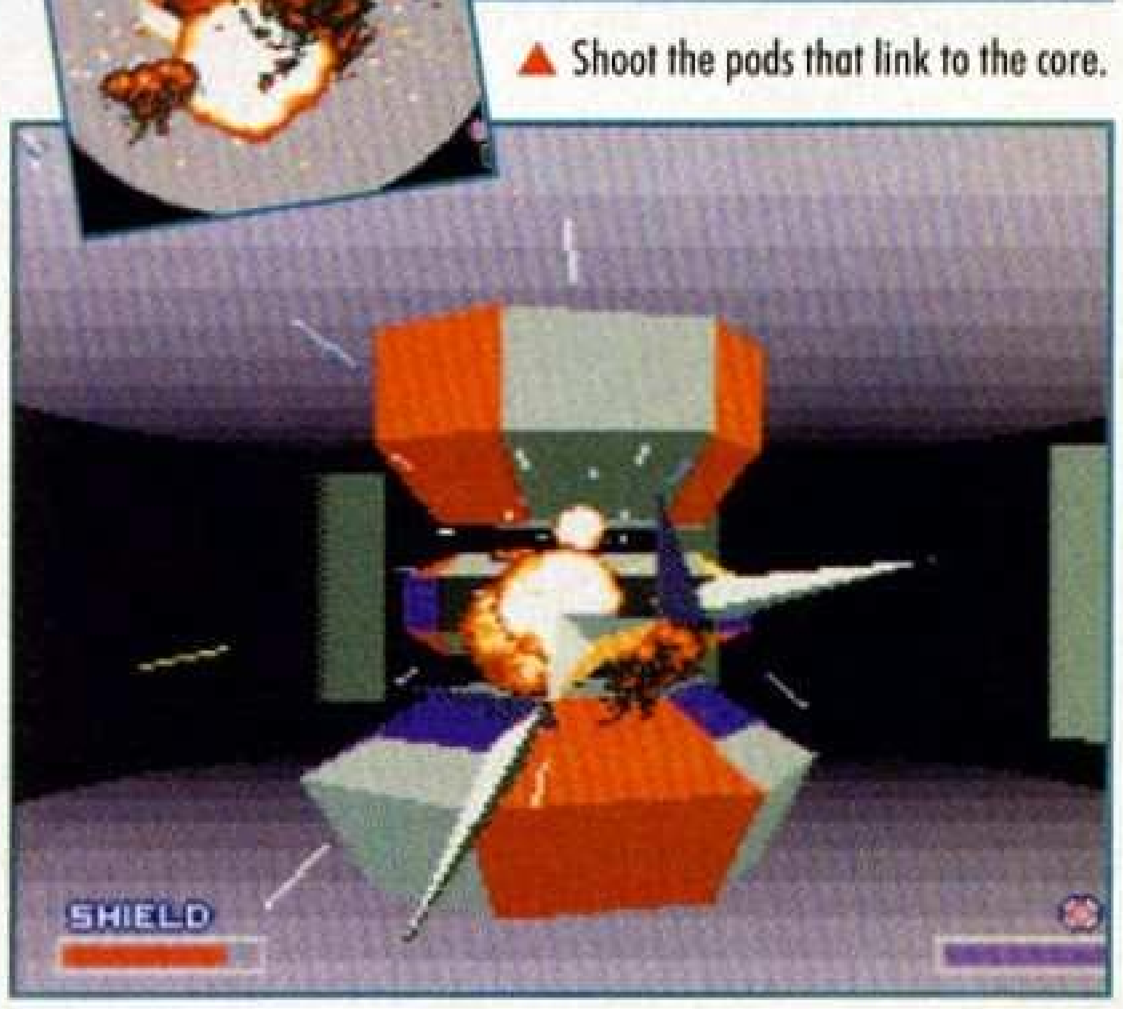
WARNING!

BOSS 3 APPROACHING

ATOMIC CORE

Open the core by eliminating the three pods first. Now punish the core as it opens with everything that the ARWING produces, barrel-rolling for all Fox is worth to deflect cannon fire. The Core explodes within seconds!





▲ Direct hit is scored!

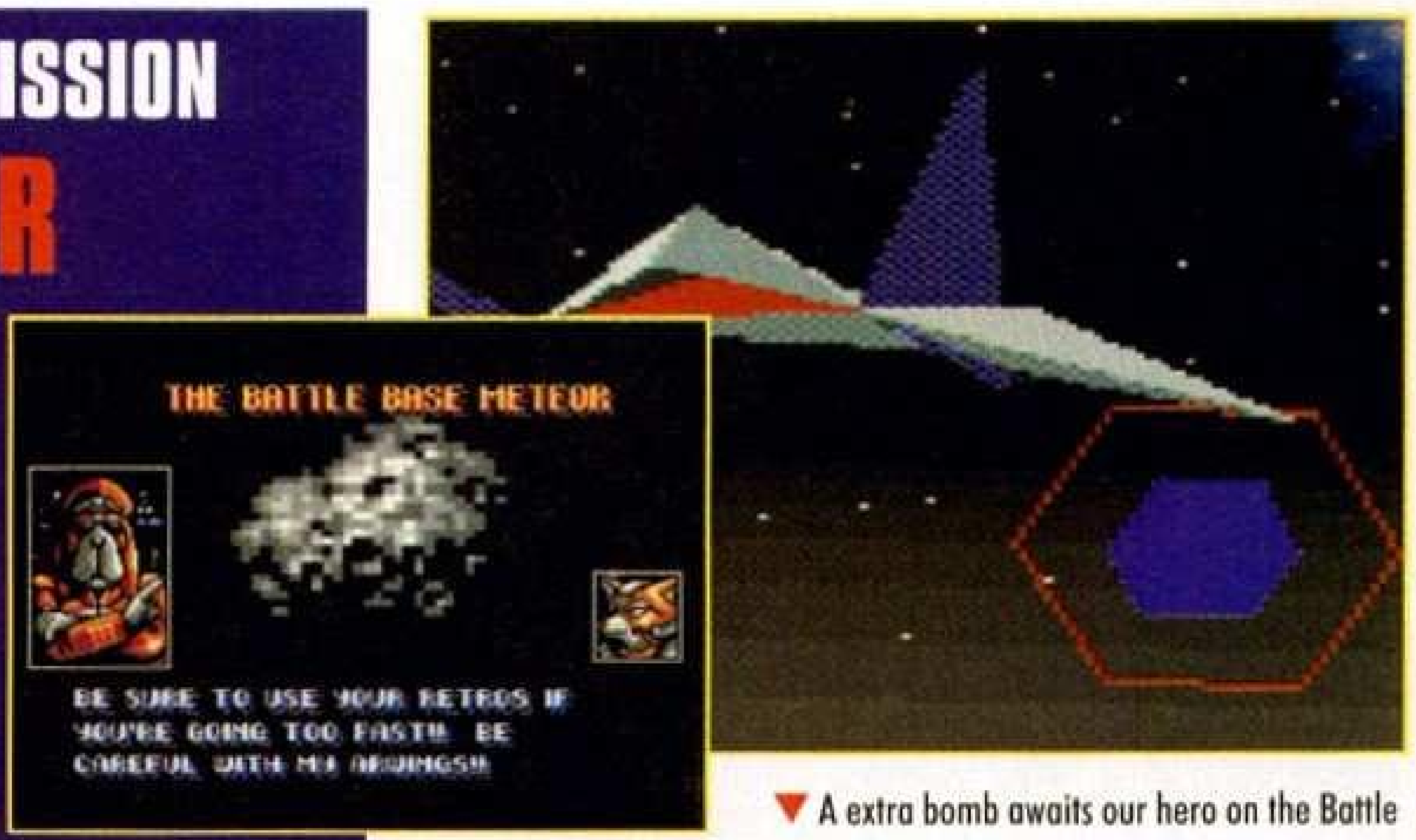
THE FOURTH MISSION

METEOR

There are four power-ups awaiting collection on this funland turned gloomsville. The first two - a Nova Bomb and Twin Blaster - are placed within the high-speed pillar section, although it requires some nifty flying to snatch them both! Take the centre route for the bomb then bank the ARWING right to account for the Twin Blaster icon. Be wary of the cannon placement, though.

The third item is another extra ship which is placed dangerously close to a laser cannon placement! Use the retros to slow the ARWING down and take care of any danger first before activating the triad and gaining the extra ship. As for the fourth collectible, this is yet another Nova Bomb which resides behind a left-hand set of sliding doors.

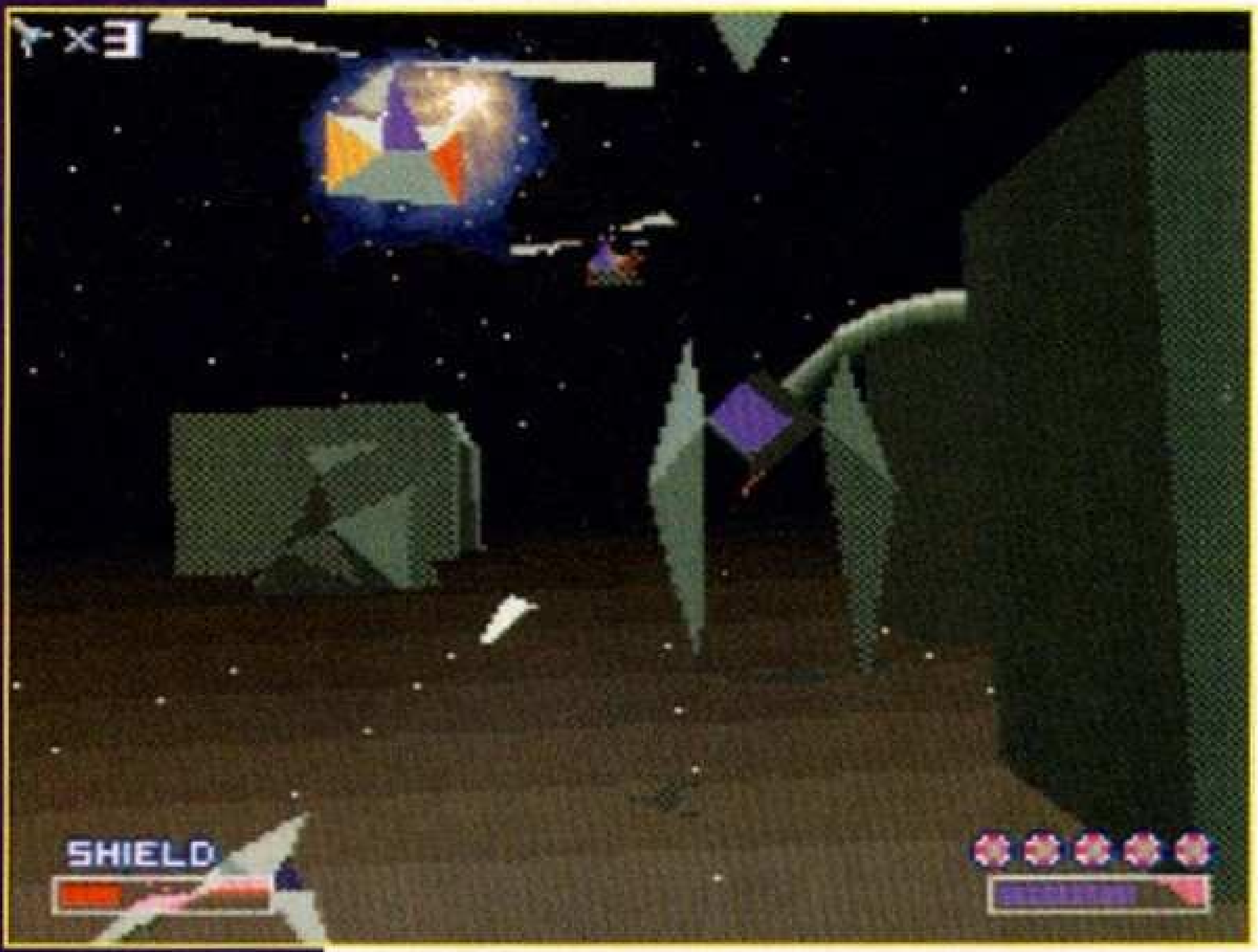
If you still have trouble evading enemy fire, remember that the blue/grey tanks release shield-replenishing rings when destroyed.



THE BATTLE BASE METEOR

BE SURE TO USE YOUR RETROS IF YOU'RE GOING TOO FAST!! BE CAREFUL WITH MY ARWINGS!!

▼ A extra bomb awaits our hero on the Battle Base Meteor.

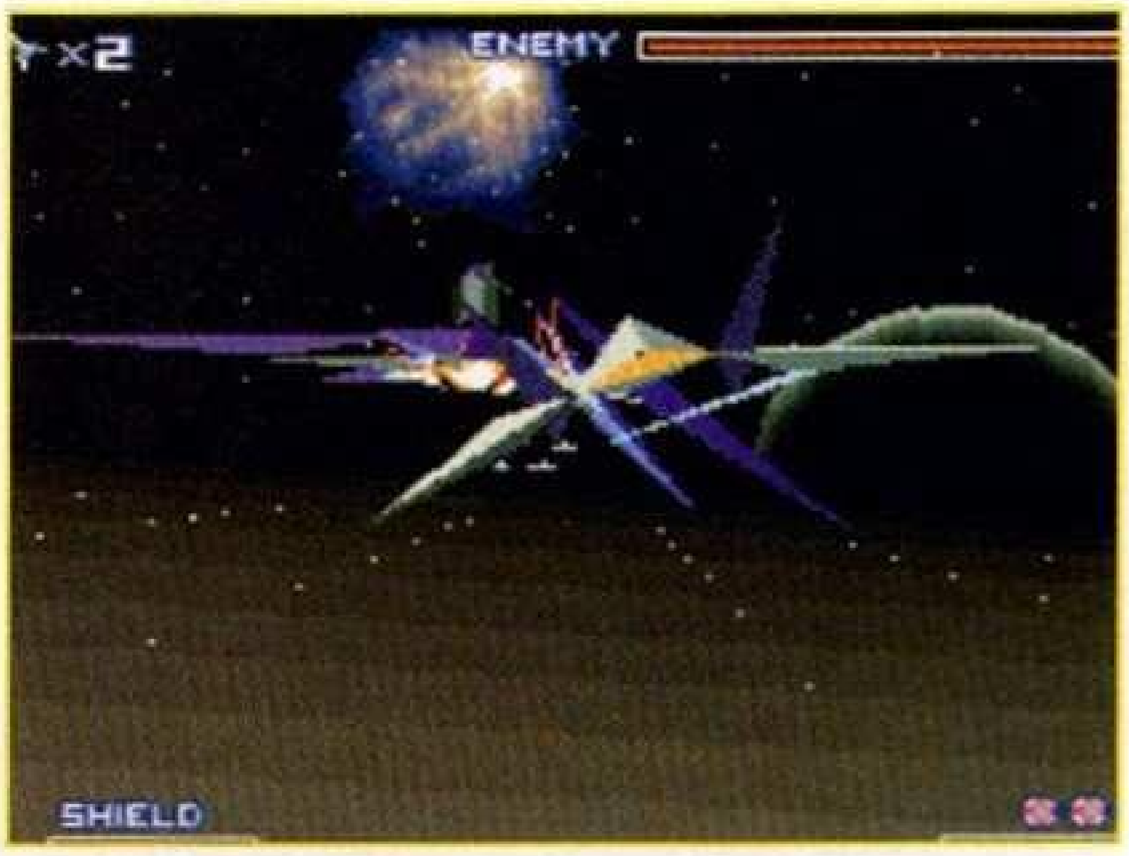


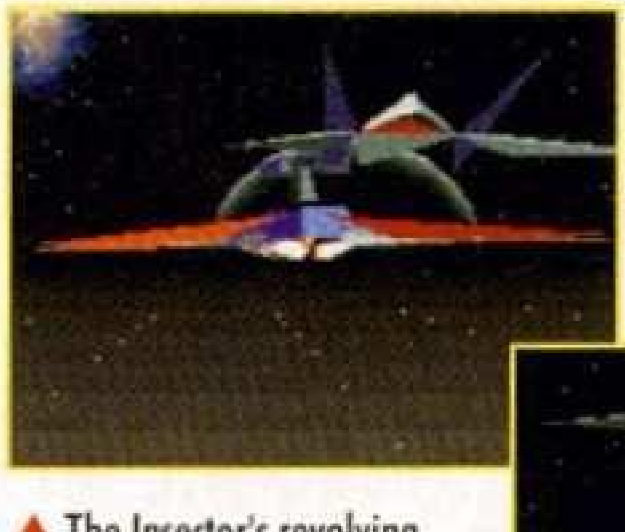
WARNING!

BOSS 4 APPROACHING

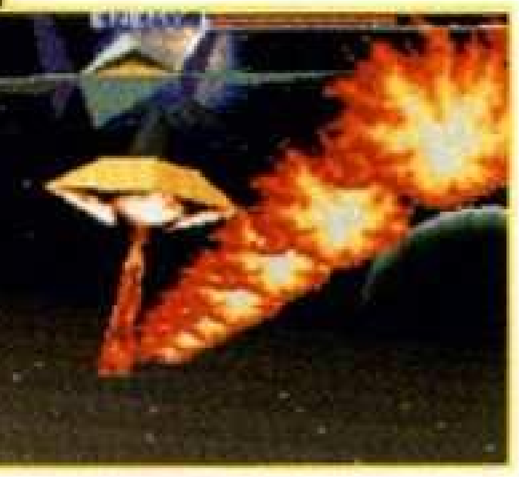
DANCING INSECTOR

As Fox blasts away this droid's legs it attacks with cannon, flame and missiles. Use barrel-rolls for the deflection of cannon fire, intercept the missiles (obviously!) and stay clear of the flames! Fly above or below the Insector as it twists toward the ARWING depending on how high or low its flight path is. Mere use of the retros here is no defence against a tragic collision! Once the Insector's legs are completely shattered it only requires a few more hits to the main body to seal its fate!





▲ The Insector's revolving legs can inflict massive damage. Dodge, then blast them as it retreats.



▼ A last ditch effort from the Dancing Insector is its deadly plasma-thrower. Keep a cool head Fox!

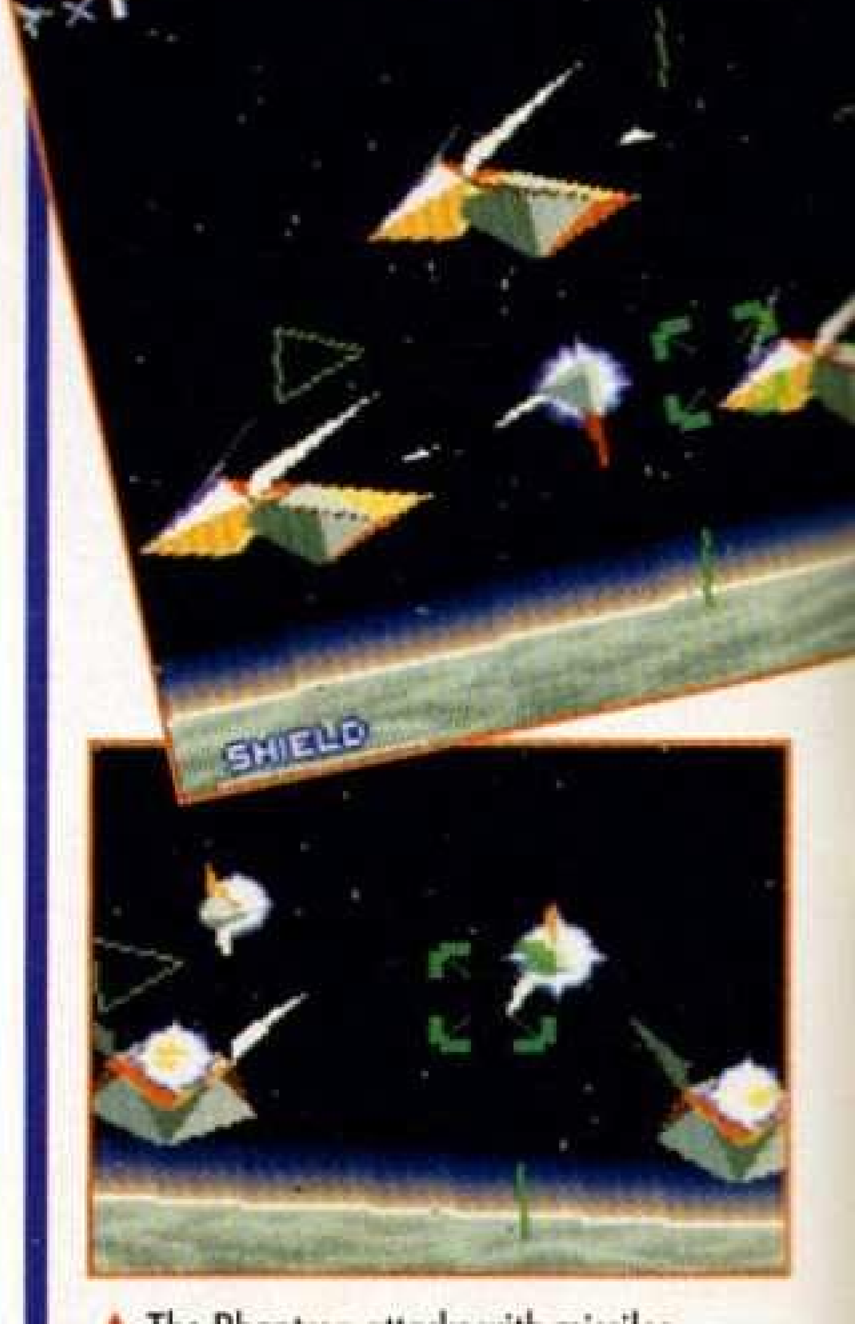
THE FINAL MISSION

VENOM

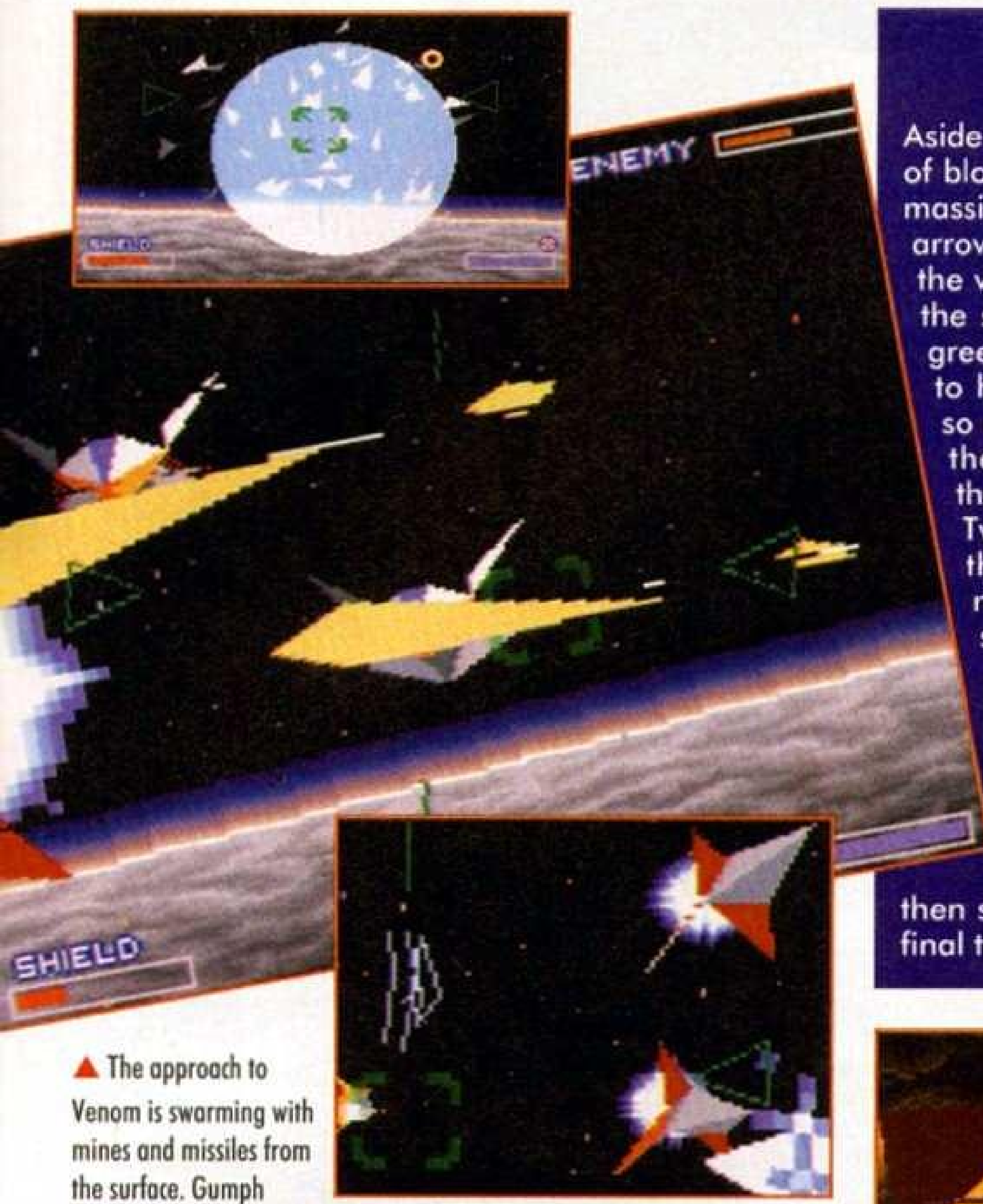
Bearing in mind this is the final battle, the programmers have got something really nasty in store here. Venom is actually split into three sub-stages-the approach, Andros' base, and the final approach.

THE APPROACH

Fox's reflexes are tested here. Shoot everything in sight by tackling the most direct path possible - this way the enemy craft and their missiles fly conveniently into Fox's sights. The only points to worry about are those belonging to the big, fat missiles which split into four upon being hit. Only then is wild evasive action necessary, but be sure to get Fox back on line as soon as possible!



▲ The Phantron attacks with missiles.

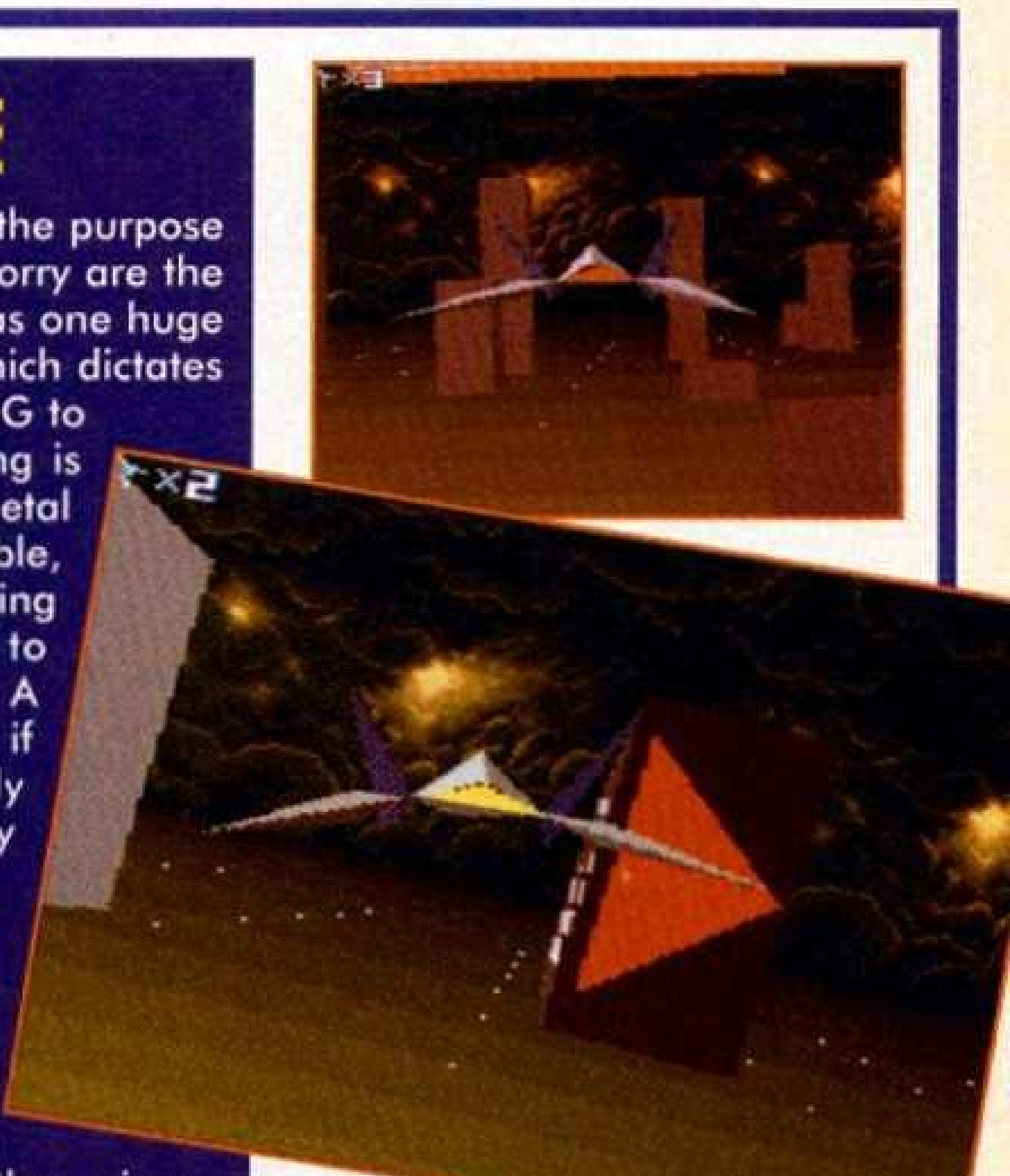


▲ The approach to Venom is swarming with mines and missiles from the surface. Gumph

ANDROSS' BASE

Aside from the many pillars sent for the purpose of blocking Fox's path, Fox's main worry are the massive sliding blocks. Each block has one huge arrow on its side, the position of which dictates the way it moves. Flying the ARWING to the side which the arrow is pointing is greeted by several tons of alien metal to his whiskers. This is not advisable, so alter the arrow's position by using the ARWING's blasters and fly to the opposite side of the pointer. A Twin Blaster and a bomb await if the correct route is successfully navigated through this tricky section.

Moving Block: As far as the falling blocks at the end of the stage are concerned, tackle these by rolling the ARWING onto either wing then straighten up and thrust away beneath the final two slabs to steal the Twin Blaster icon.



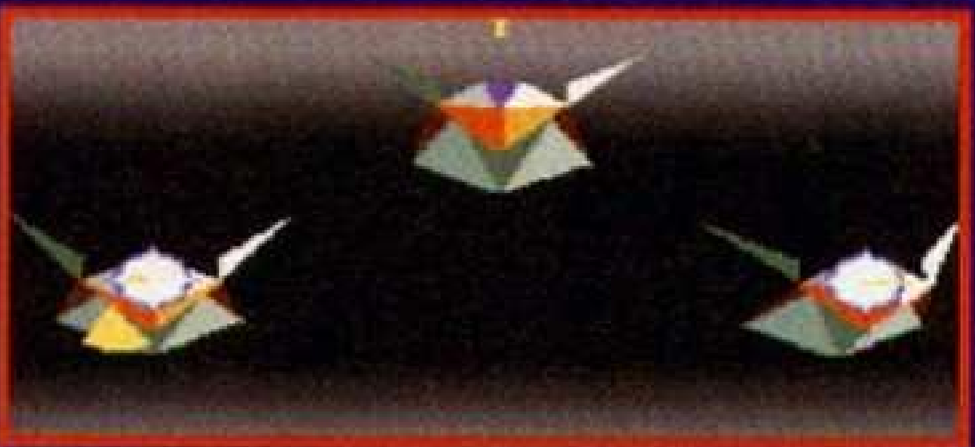
▼ Fly in the opposite direction to the arrow. Or else.

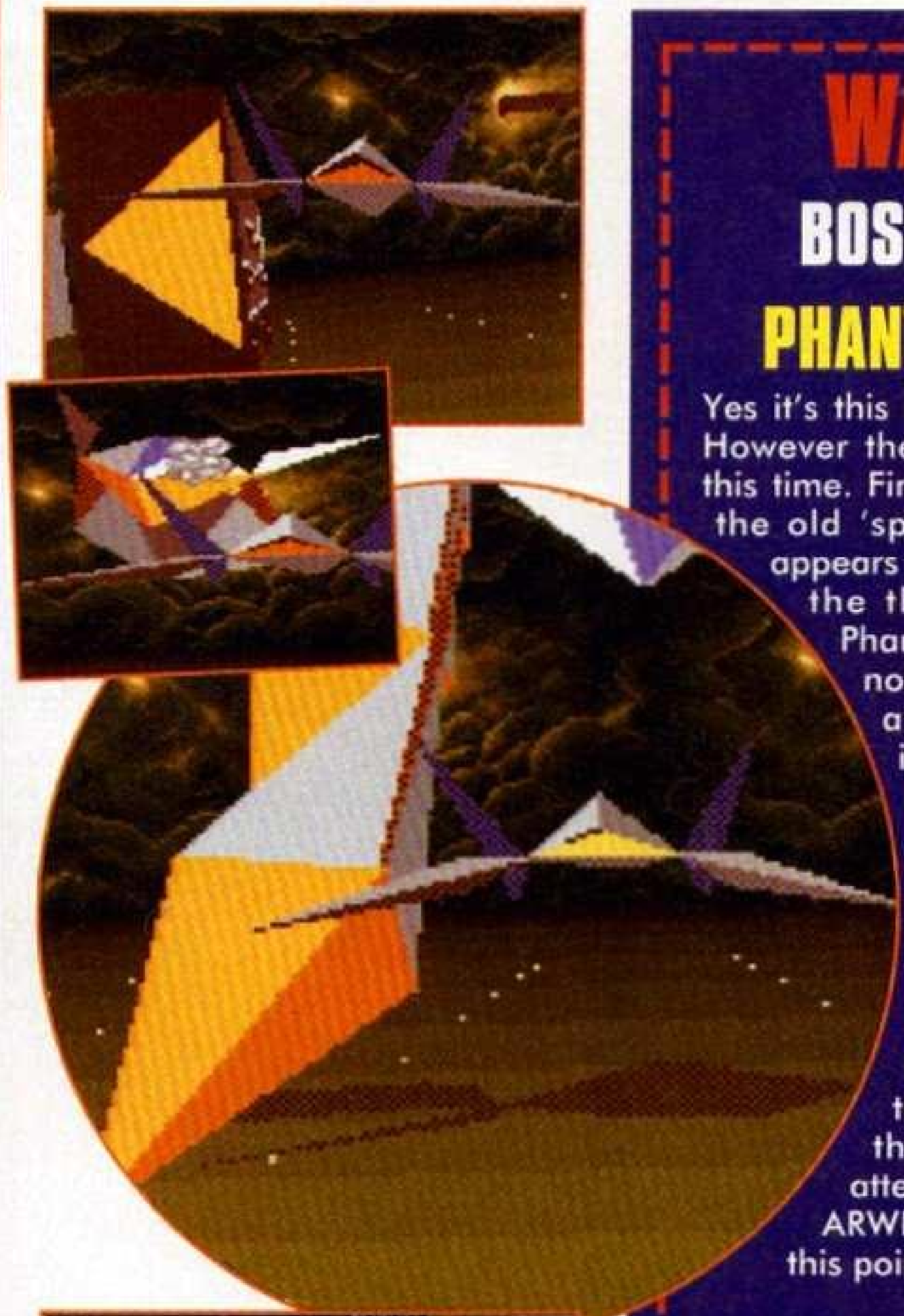
WARNING!

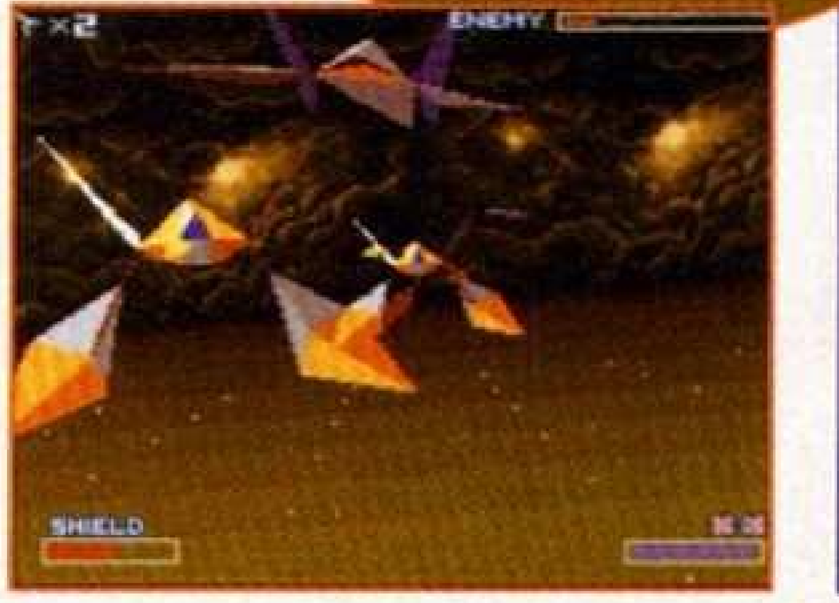
BOSS 5 APPROACHING

PHANTRON

Phantron is the Tommy Cooper of the Andross fleet. It does its limited best to outfox the Fox but is very predictable. After shifting to the left and right in Fox's field of view and launching missiles, Phantron splits into three. Aim for the centre of its head noting which section takes the damage. Concentrate on this section and it soon backs off, but don't get too excited yet! Phantron now performs a pitiful aerobatics display then repeats the same sorry illusionary trick as before, although it now moves far quicker! Calmly flying from left to right, avoiding the missiles, whilst firing in Phantron's general direction finishes the job.





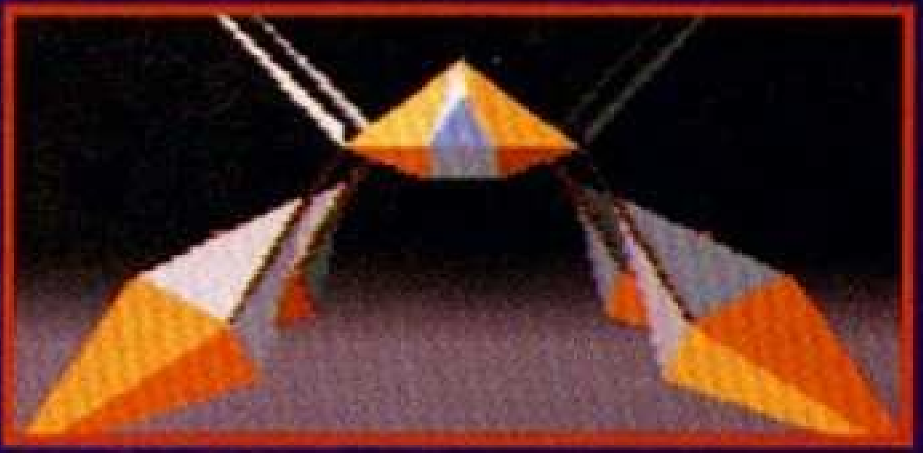


WARNING!

BOSS 5 IS BACK!

PHANTRON RETURNS

Yes it's this no good, junk-heap again! However there's more to worry about this time. First of all, the Phantron tries the old 'split into three' gag and it appears that taking out one head of the three is all that sending Phantron packing requires. But no! Phantron transforms into a two-legged beast, throwing absolutely everything possible at Fox's ARWING! Lasers, cannon fire and missiles all hurtle towards Fox, but cannon fire is easily deflected with barrel-rolls and missiles shot down. The only method of the Phantron's attack worthy of note is its leap toward the ARWING in a crushing attempt on Fox's life. Keep the ARWING as low as possible at this point.

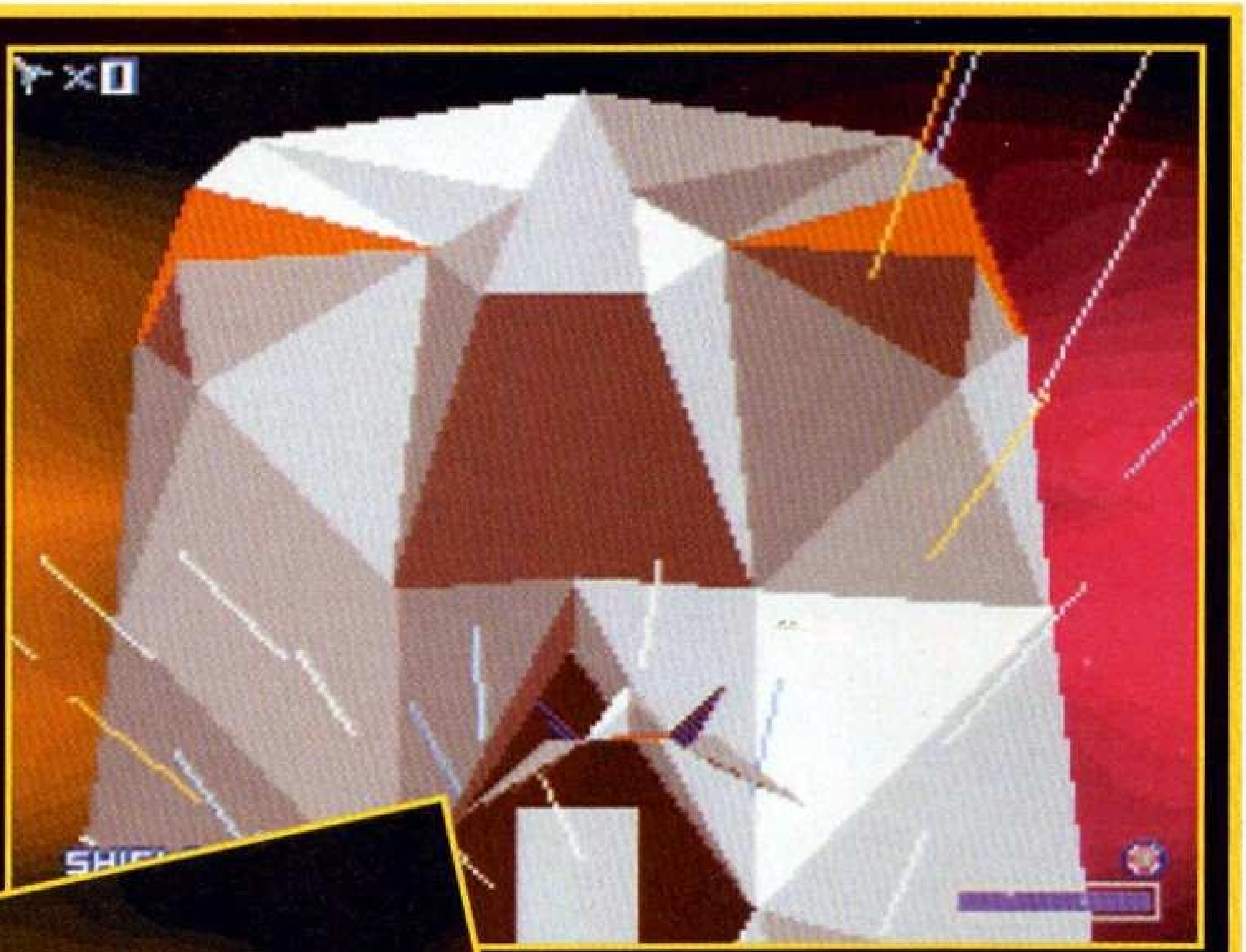


WARNING!

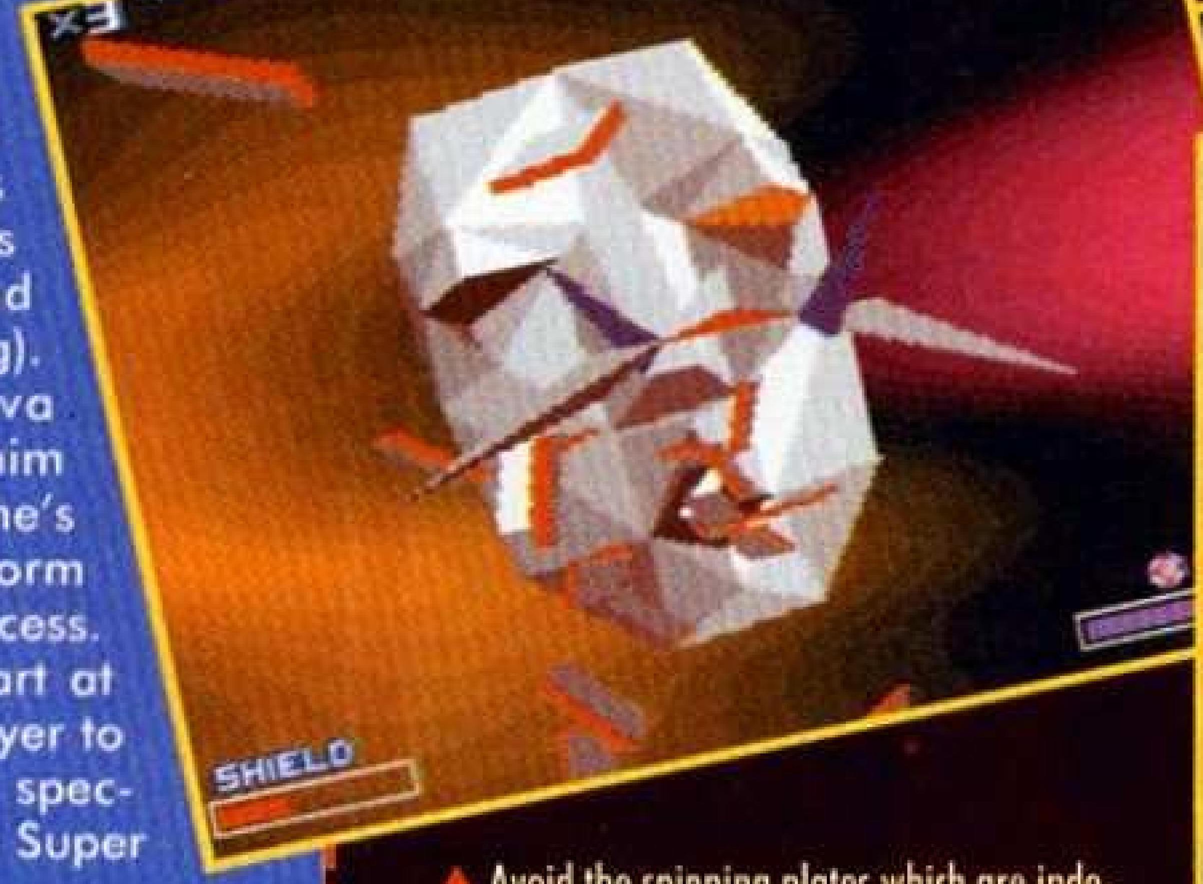
THE FINAL BOSS!

ANDROSS

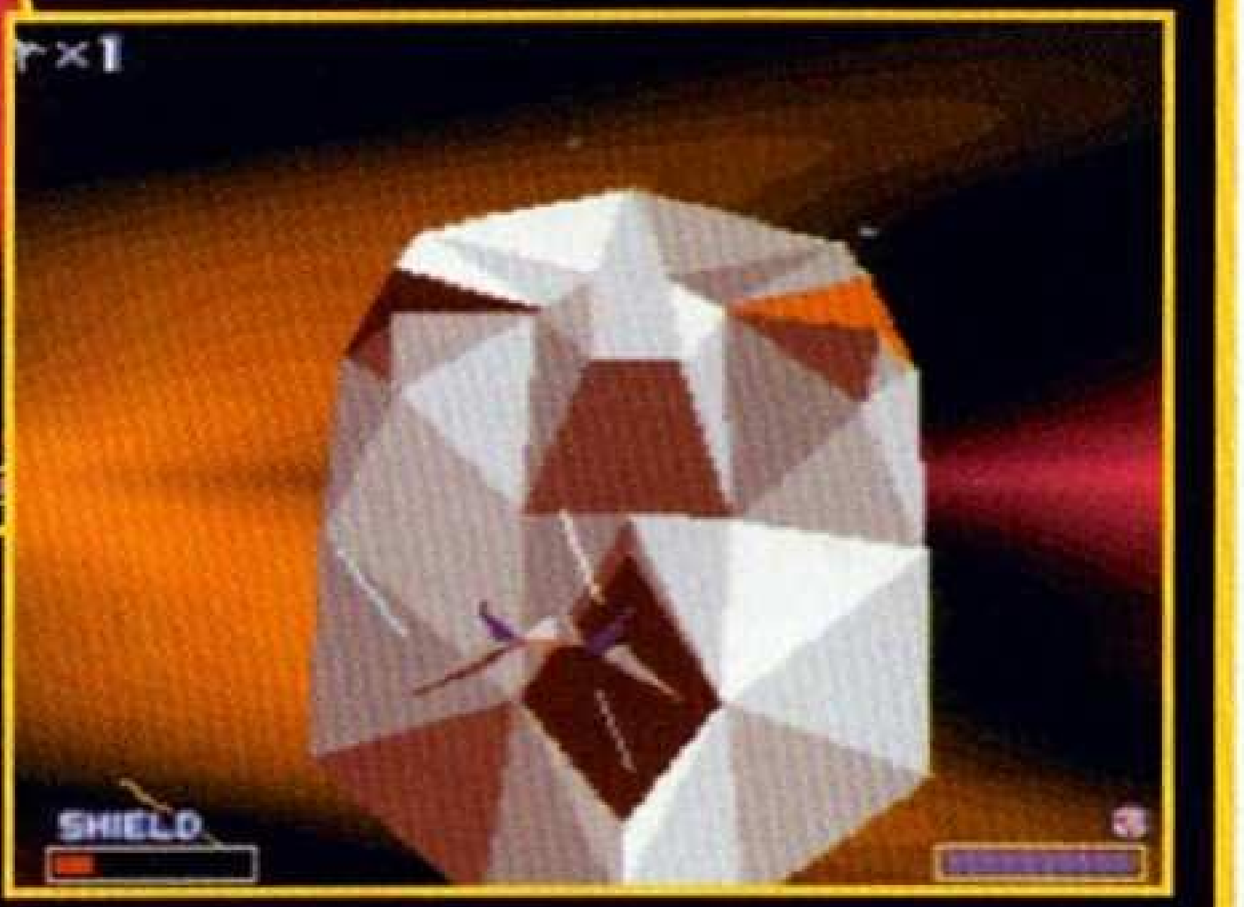
'Telekinesis: n psychokinesis carried out at an appreciable distance'. Oh yeah, well Andross' abilities with mind over matter have difficulty coping with the small matter of an ARWING prototype currently converting him into antimatter! Venom's resident mad scientist is intimidating but soon falls when a cool and calculated attack is used. His eyes are the vulnerable points and only minor adjustments to the ARWING's flight path are necessary when avoiding the telekinetic bombardment. Avoid swooping about the screen in a blind panic at all costs and take one eye out at a time. When both eyes are blown out, the face bursts open and reveals a dread cube of doom (or something). One carefully aimed Nova Bomb at this point wastes him completely. If, on occasion, he's feeling resilient he may reform again - simply repeat the process. Andross eventually splits apart at the seams and allows the player to sit back and enjoy the most spectacular end sequence on the Super NES to date!



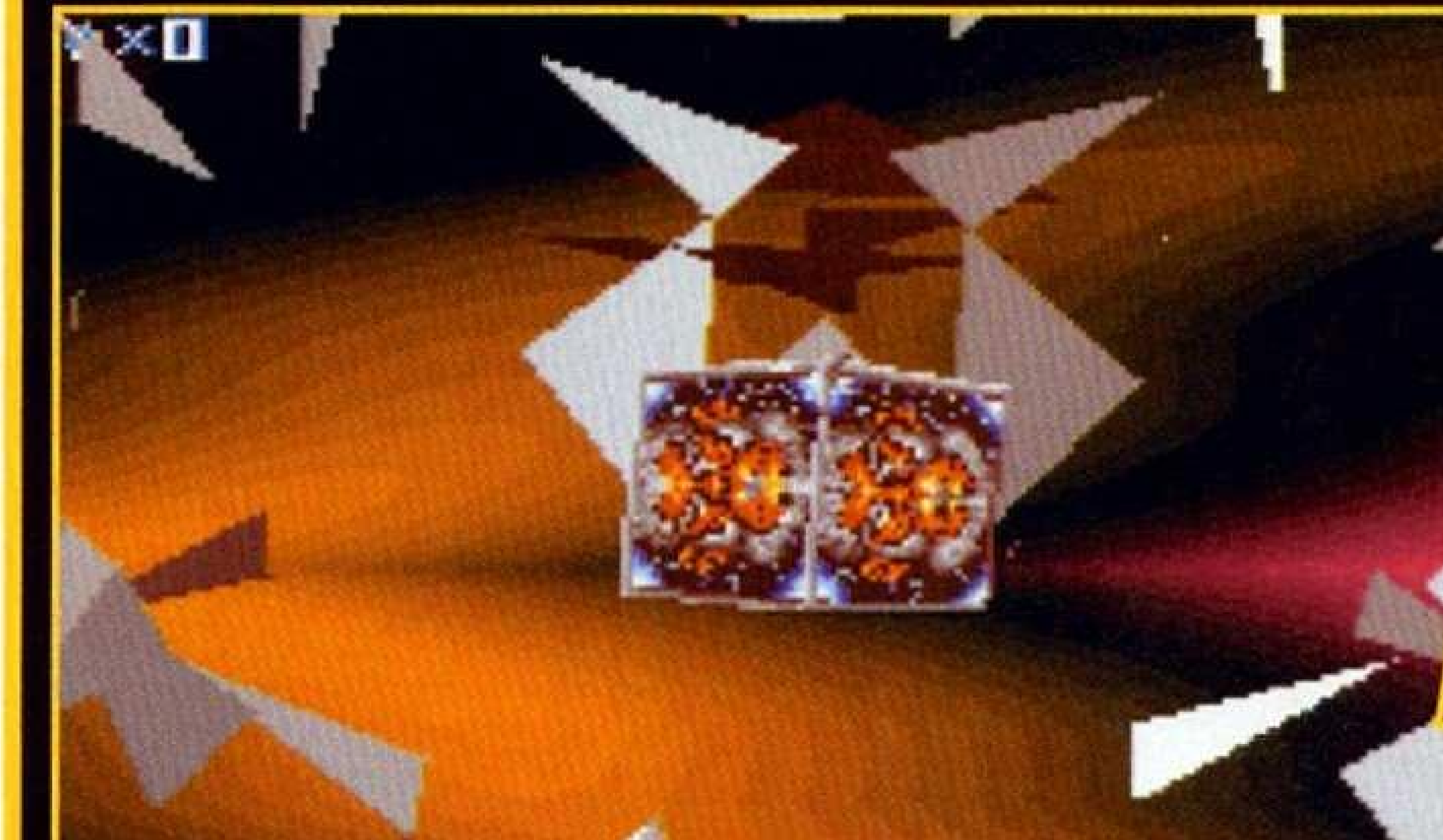
▲ Andross becomes a giant hoover in an attempt to suck up Foxy!

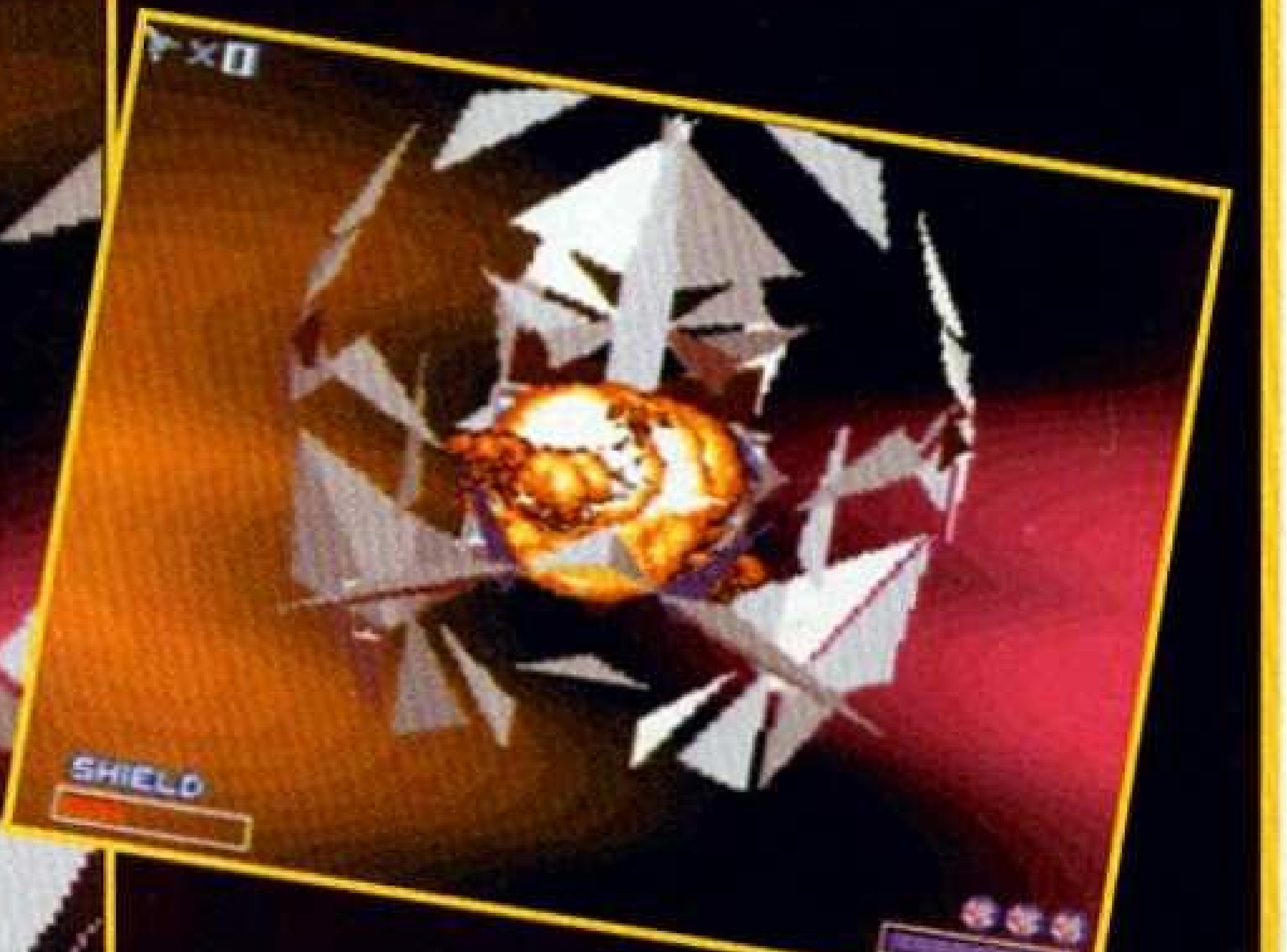


▲ Avoid the spinning plates which are indestructible then target Andross' remaining eye.



▲ Fox has a close look at Andross' dentures .





▲ Once the two eyes have been destroted Andross is revealed in his cubular form. The cube spins about quite quickly but cannot attack. Blast the cube with everything you've got fats befor e the metal face reforms around the cube .

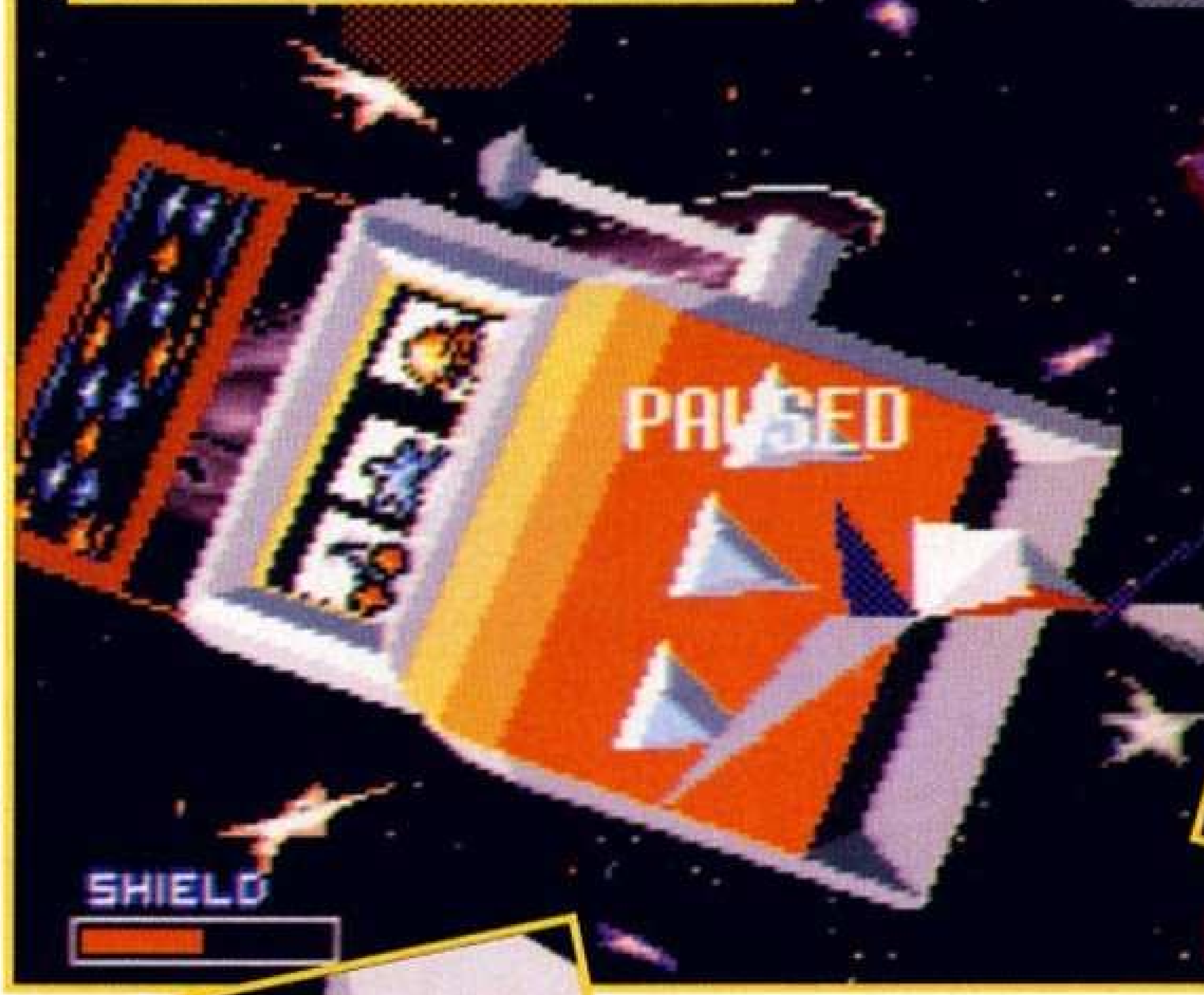
SECRET WORLDS REVEALED

OUT OF THIS DIMENSION

After considering the possibility of saving this final piece of classified information for next month's conclusion we've now thought far better of it. Hey, our phones are taking enough stick already! The route to 'OUT OF THIS DIMENSION' is a secret, at least it was until now! Here's how to get there:

Choose the level three route to Venom - the toughest one - and continue as normal. After clearing Corneria of all its problems, especially 'Destructor', enter the asteroid belt (not that you have much of a choice in the matter). Notice that a succession of three huge asteroids, pocked with craters, fly toward Fox. The second one, which approaches from the right-hand side, is the one we're concerned with. Have Fox blast away at this until it explodes. A speckled egg bursts forth, and cracks open when shot, eventually revealing a strange bird. Our feathered friend flies towards the ARWING. By successfully flying the ARWING into the bird's mouth Fox is taken to another dimension!

Origami: Fox is attacked by mysterious sheets of an unknown substance which form into aeroplanes and other similar objects usually associated with paper. Survive this, and an enormous fruit machine flies into view, and is played by firing at its lever. Any configuration of the three images which features Andross's head results in attack, whereas an alignment of anything else causes the machine to release coins which replenish the ARWING's shield. When Fox scores three sevens he wins. Unfortunately for both him and the player there is now no way out! The words 'The End' cascade into view in a jumbled-up fashion and are arranged by blasting them into order. The major downside to this magnificent discovery is that there is no escape from this final routine. Fox fends off the occasional fly past of Venom fighters and continues re-arranging the letters but to no avail. He's trapped in here forever! Or until you push the RESET button at least! See you next month......



▲ As Fox blasts the fruit machine, a huge forcefield in the shape of the word 'Paused' gets in the way. Or something.

▼ Ego corner as Foxy blasts his way through the credit scenes. Blimey, with that said just how am I going to fill all this caption space? Oh.

TIPS AND TACTICS

Excellent! It looks as if the most tired and listless case in the magazine - the NMS Small Tips - is finally venturing out of the intensive care unit. Mind you it seems that the entire population discovered the pond of happiness in Zelda III this month! This is fine but just don't keep telling us, OK! What do you suppose the player's guide is for?!

The Game Genie and Action Replay codes are welcome as always, but the best tips are still the simplest. Basically if you think you know something about a game that nobody else does, send it in! Who knows, by working together we may well turn this into the talking point of the entire magazine! Well, not quite but we live in hope. We've yet to see a decent Tuff E Nuff guide and so something along those lines for next month's pages please! Meanwhile check out Gaby Stergides' crazy Action Replay codes! Send your small tips to FREAK, YOU ARE SCUM! TIPS, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU.

NES

BATMAN RETURN OF THE JOKER

Neil Coyte, no relation to Wile E, is a crazed tip maniac! From the sizeable wad of tips received from him we've lifted these level codes for Batman:

Level One: MDRR
Level Two: NMLL
Level Three: LGZQ
Level Four: GNFX
Level Five: QGVN
Level Six: FFHG
Level Seven: GPZT

Now... if.... we can just..... shift this huge pile of papers... over to the bin.....!

CAPTAIN PLANET

Another list of codes from the Coyte compendium, this time for Captain Planet:

Level One: 763754
Level Two: 637511
Level Three: 786565
Level Four: 799274

CAPTAIN SKYHAWK

He likes his Captains does Coyte! This cheat is for Captain Skyhawk: Skip levels by pressing A, B and UP on controller two. Now, away with you Coyte and your rabid Pentel! Away -away with you!

MEGAMAN III

Daniel Sanderson writes, complaining that there are in fact eight stages in this Rockman battle against Doctor Wily. Not four as stated in our review. Oh drear! Anyhow, just in case we don't believe him, Dan has supplied us with this code for the fifth stage:
A 2, B 3 & 4, C 1 and D 1.

TERMINATOR II

Earn a high score on the Cyberdyne level of T2 by emptying Arnie's big gun and standing him on one of the desks. He may then crouch down and punch people repeatedly for stacks of extra points. Thanks to James Anderson of Ardingly for that.

GAME BOY

BUGS BUNNY PASSWORDS

A Takashima compiled this massive list of Bugs Bunny passwords. Takashimas are reputedly quite useful for this kind of job! Where are they on sale these days?

Stage 1: SZWS
Stage 5: SW35
Stage 10: WZFS
Stage 15: XWAS
Stage 20:ZTPZ
Stage 25:W2RZ
Stage 30: WYCZ
Stage 35: TS2W
Stage 40: TX9W
Stage 45: PWMW
Stage 50: 2TWX
Stage 55: TP4X
Stage 60: YTKX
Stage 65: 5352
Stage 70: SHE2
Stage 75: X3J2
Stage 80: XH02

PRINCE OF PERSIA

OK, so we've printed POP codes before, but Terry Basting's list provides the player with seven strength potions and almost an hour of playing time left on each level. Impressive kind of chap, our Tel.

Level Two: 51798075
Level Three: 41698065
Level Four: 71198015
Level Five: 61098005
Level Six: 11398035
Level Eight: 31998095
Level Nine: 21898085
Level Ten: 81498054
Level Eleven: 51798074
Level Twelve (A): 41698064
Level Twelve (B): 71198064
Level Twelve (C): 61098014

SHADOW WARRIORS

Instead of pressing START on the title screen hold down the A and B buttons, then press START. This provides a sound test. At least so writes Jordan Harvey form Castleton in Rochdale (Legendary home of Andy and Paul).

SUPER MARIO LAND II

DD and Mike sent this cheat in to us, but their letter is far too sad for comfort! So it is Glenn Urquhart of Edinburgh who receives the pat on the back for this. An even easier game than normal is gained by holding down the SELECT button along with DOWN when descending one of the three pipes at the start of the game.

SUPER NES

COMBATRIBES

The sneakin' Deakin Scott enthuses that the code 9207 allows the player to play as all the baddies in Combatribes. What a traitor!

CONGO'S CAPER

Great Deakin Scott! If it isn't very last level code for Congo's Caper: Boy with blue hair, man with black hair, monkey with brown hair (Paul Davies?) and Star.

DESERT STRIKE

Though Electronic Arts' Desert Strike has an amusing end sequence it is difficult to come by. Luckily Warren Anstiss-ss-ss has sent the code for it: 895FWQ9. Should you want to chance your arm with the later levels Warren has also provided you with these level codes:
Level Two: LZLTQHK
Level Three: L3LLHMB
Level Four: K8F9B3Q

DRAGONS LAIR

Visiting the hairdressers down town is a great place for a haircut. Visit Lee Downton and he may tell you these passwords for Dragons Lair on the Super NES. Scroink!
Level One: 2A, 4B, 7C, 6D
Level Two: 3B, 5C, 7D, 8A
Level Three: 2C, 3D, 6A, 8B

FATAL FURY

Playing as the boss characters in Takara's slightly duff translation of SNK's reasonable Street Fighter done is as simple as this: Select a two player game then choose a regular fighter for player one. As player two chooses his/her character press DOWN on pad two. The boss characters are now there for the taking! Nigel Hoprinson, eh. Don't you just love him.

HUMAN GRAND PRIX

If, after qualifying, your car is 'down on the grid' in Human's outstanding Grand Prix game simply press SELECT and button B to change the situation and be in pole position instead! Congratulations go to Nigel Hoprinson of Doncaster for the discovery of that!

JAMES BOND JR

Here'sh shome level codesh for Jamesh Bond Jr on the Shuper NESH, courteshy of Nigel Hoprinshon in Doncashter, Shouth Yorkshire.
Level Two: 0007
Level Three: 3675
Level Four: 9025
Level Five: 1813

JOHN MADDEN 93

Despite giving no end of cheek to our over sensitive Design Editor, Gary Harrod, Ben Isaacs gets off lightly because he also provided these codes for the Madden's 93 Super Bowl.
Dallas vs Green Bay: DJGPBBKC
Dallas vs Philadelphia: DJLPBBPC
Dallas vs Cincinnati: DJRPBDCD

Chicago vs Washington: DFGNBBFC
Chicago vs Green Bay: DFLNCBLC
Chicago vs Cincinnati: DFRNCFVC

Houston vs Cincinnati: MNGLBBVC
Houston vs Kansas City: MNLLBBFD
Houston vs Green Bay: MNRLBDMD

Q*BERT

What with the freaked out, psychedelic backgrounds Q*Bert is confusing to play at the best of times! Make matters worse for yourself with this cheat that allows the player access to Level 11! On the title screen move the cursor down to the game options and press START. By pressing the B button eight times in the option mode a tone sounds, indicating that the cheat has worked. Return to the title screen and begin the name as normal. This automatically starts play at level eleven! Hardcore, Kristian Lee!

RANMA 1/2 PART II

This game already allows the use of boss characters in the two-player mode but never, until Nigel Hoprinson sent in the details, has the same been true for a one-player game! Highlight the one-player game on the title screen and press UP, RIGHT, DOWN, LEFT, UP and SELECT. The sound of Ryoga's voice is heard and the player is now able to choose from the boss characters as well as the rest!

SUPER STAR WARS

James Harrison wrote in with the cheat to end all cheats for Super Star Wars. There's nothing the player cannot do once it is installed! Interested? Of course you are! On the title screen press A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, B. The sound of a Jawa indicates that the trick has worked. After pressing START the player now has the choice of three characters instead of just Luke.

The second part of the cheat brings up a debug menu. This is done by holding the LEFT and RIGHT buttons on controller two whilst in the first level. Here it is possible to alter the stage level, number of lives, character and weapon. Press start when you wish to return to the game. From now on pressing START on controller two advances the player to the next level.

Finally, for complete invincibility, hold down A, B, Y, X and SELECT on controller two during a side-scrolling section. The letters X and Y, along with some numbers, appear next to your chosen character and invincibility is yours!

SUPER TENNIS

These two sets of passwords are served your way from Ian Packwood's court in Keresley, Coventry - for the Super Tennis late arrivals among you.
Round eight as 'Matt':
LDNZVDN 7HG5BG9
B9MCTWQT XXMN1K8
QVHZLXJ PC2GNYB
Q1406MK BP5

Round eight as 'Amy':
TZWCTT7 7N1??TX
K7JY1D? 67GB9KL
TMQXTK8 XD3HRFT
LWJPCT4 DR2

TUFF E NUFF

Along with the Action Replay codes printed below, Gaby Stergides supplied all the level codes for this superlative beat 'em up:
Stage 2: 427 011
Stage 3: 537 071
Stage 5: 500 760
Stage 6: 401 637
Stage 7: 511 617
Stage 8: 412 526
Stage 9: 562 506
Final Stage: 463 455

SUPER NES ACTION REPLAY CODES

TUFF E NUFF

Here they are then - the fantabulous Tuff E Nuff Action Replay codes mates! For infinite an life meter:
Player one: 7E0F4E58
Player two: 7E0FA758
Also if making the computer's life bar invisible is your idea of fun then entnr 7E0F6A58. This only works for player one. For a simliar type of thing with player two input 7E0FC358 only this time player two's energy bar decreases upon dying. thanks, again, to Gaby Stergides for that little lot.

TIP BITS

A special thanks goes to Bijal Govindia this month. He's aged 12 and hails from Caterham Surrey, he also sent in a bizarre Game Genie code - represented by a group of nine dogs practicing semaphore. You missed the point Bijal, but had the office in stitches even so. Thanks again!

PRINCE of PERSIA
by Jordan Mechner
Prince of Persia is a registered trademark of Broderbund Software, Inc
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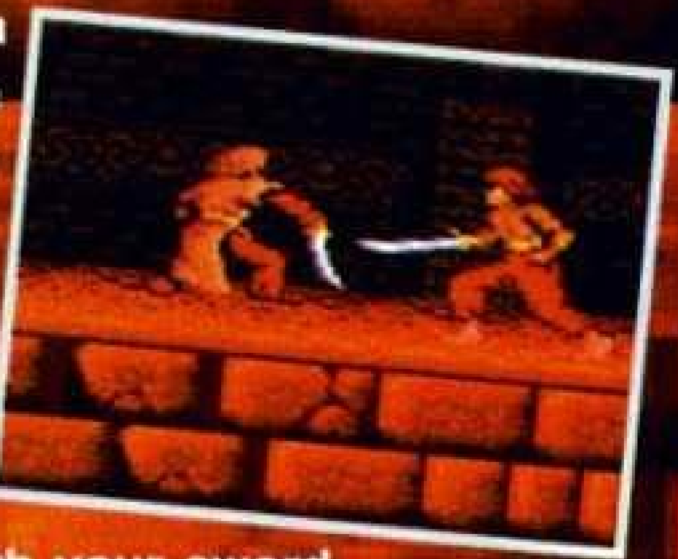
©1992 NCS Corporation.
Programmed by Arsys Software, Inc.
©1992 KONAMI
LICENSED BY NINTENDO

We return to the Prince of Persia guide at a crucial moment. Jaffar grins over his evil goatee as he watches you through his gazing glass, pottering about on level eight, totally clueless. He laughs as you curse the fact that the NMS you are carrying only covers the first seven levels. Then, as you are rooting through one of his chambers, he remembers with horror that he left this new copy of NMS lying about. True enough, you've found it, and are ready for the NMSPLF's second instalment of this finest of guides...

ADVANCED TECHNIQUES

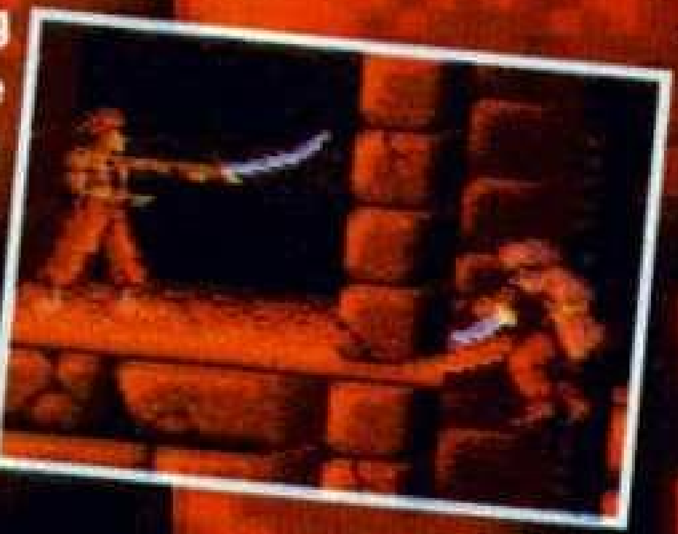
There are a few manoeuvres to master, which are then used again and again, so it's wise to learn them early. They are:

'SWAPOVER'



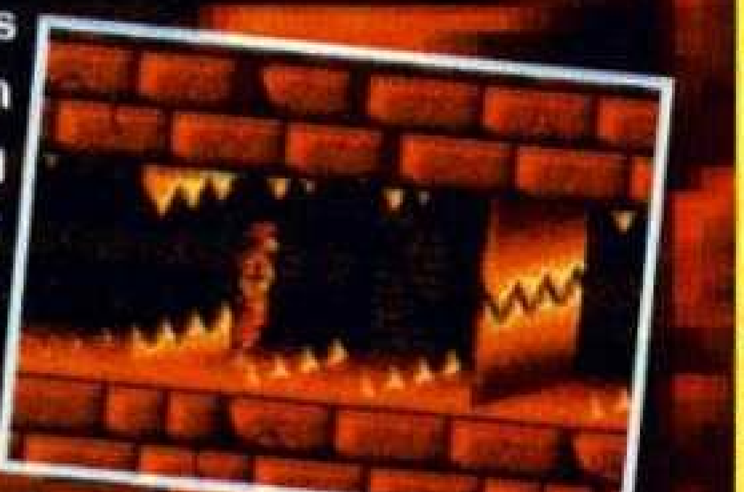
The swapover is a fighting technique which allows you to turn the tables on your opponent when in a tight corner. Instead of thrusting or parrying, just hold the B button with your sword drawn and move towards your opponent. You should flip to his other side.

'PUSHOVER'



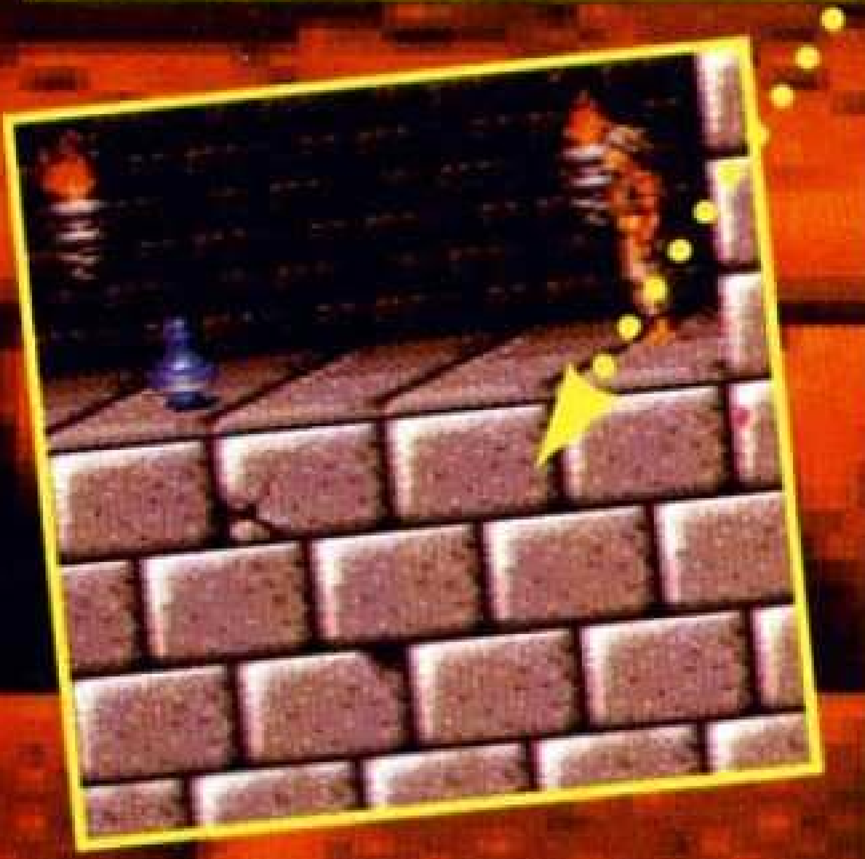
This second fighting technique should be employed after level 10, when there is usually some hazard on screen with the fighters. Instead of having a protracted duel, make a determined effort to push the guards into slicers, onto spikes and over precipices. It may cost a couple of bottles, but saves you more in the balance.

'SLICERS/FLAMES'

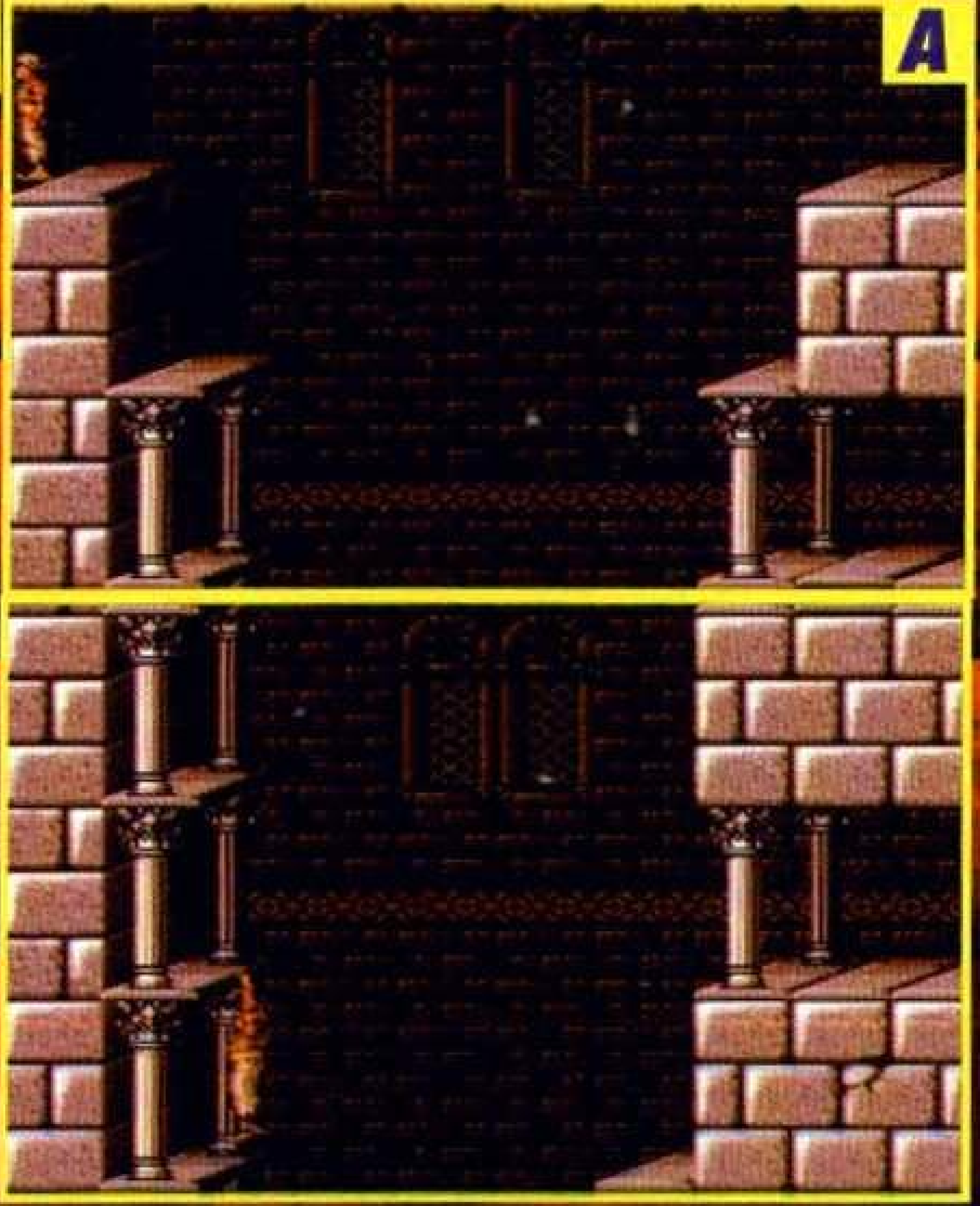


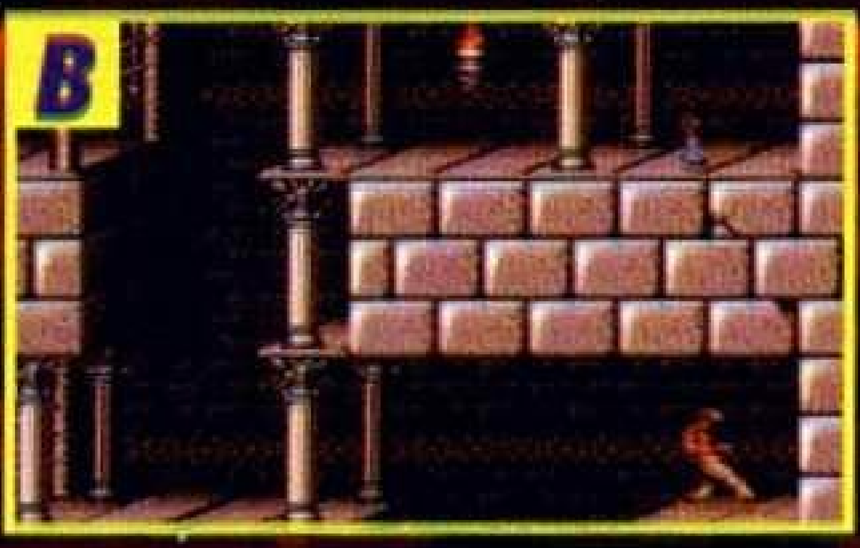
On later levels, slicers or flames come in groups, so tip-toeing through is the only option. Always move just as the jaws shut. If you are in a room of slicers, it's easier to time the move by concentrating on one set at a time.

LEVEL 8

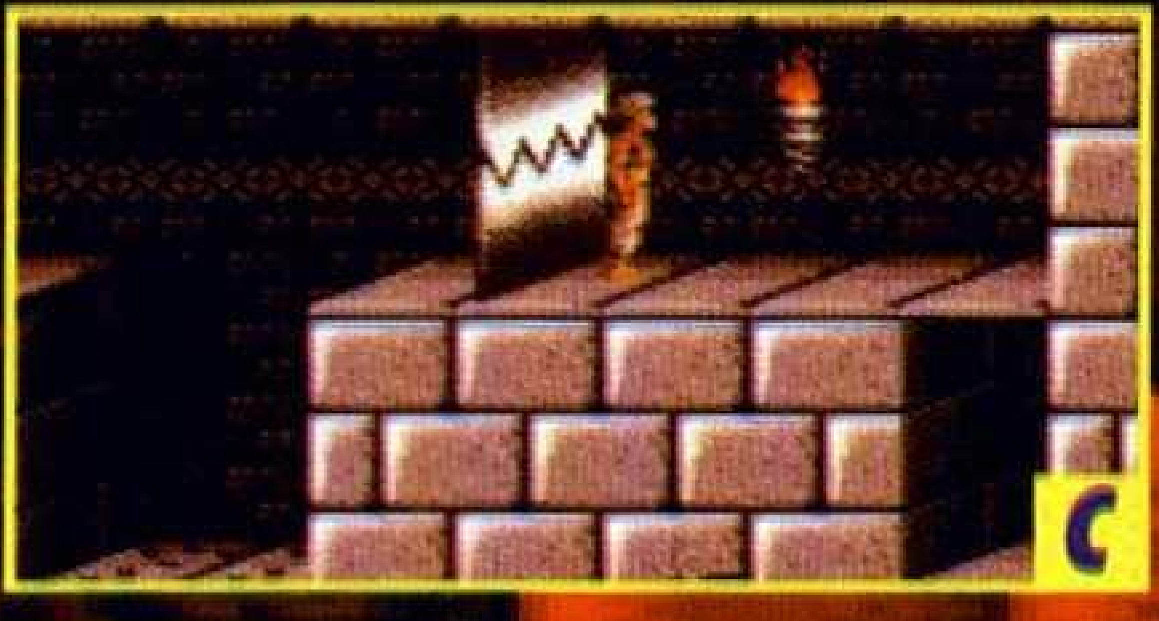


1. Your first objective is a detour for an extra point potion (A). Go left and then climb up all the levels until you reach a brick wall. Step through this cunning mirage and collect the potion. Then lower yourself down.

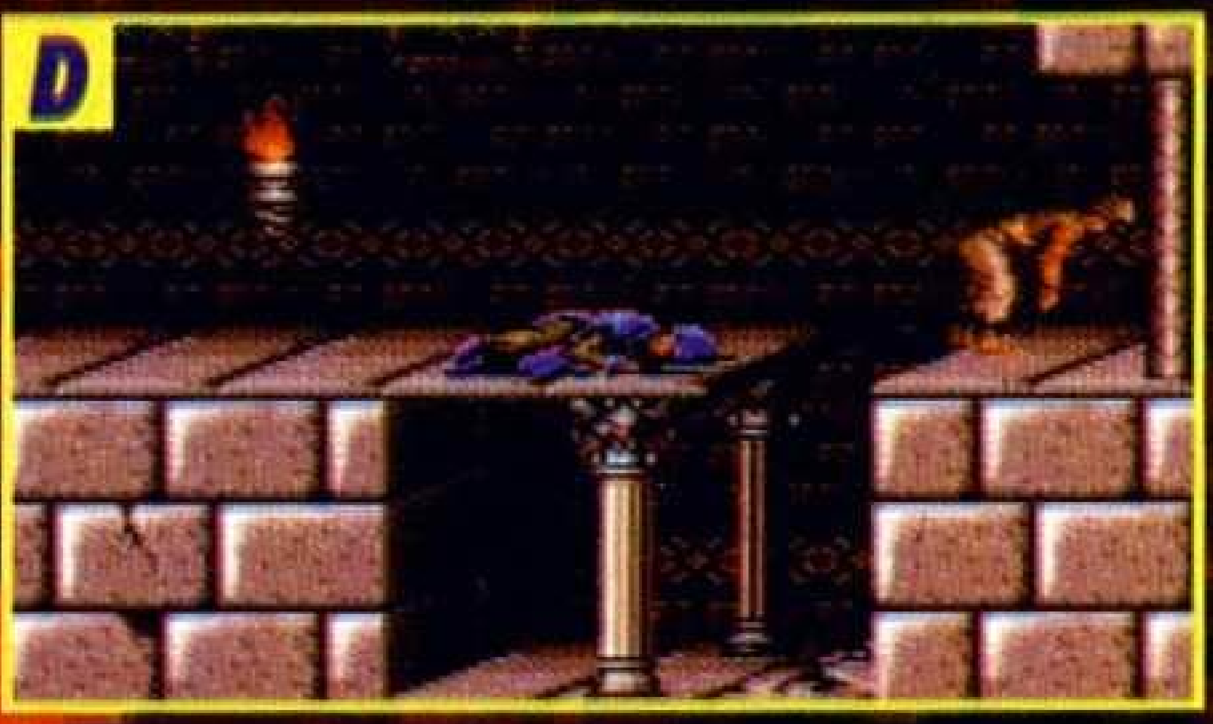


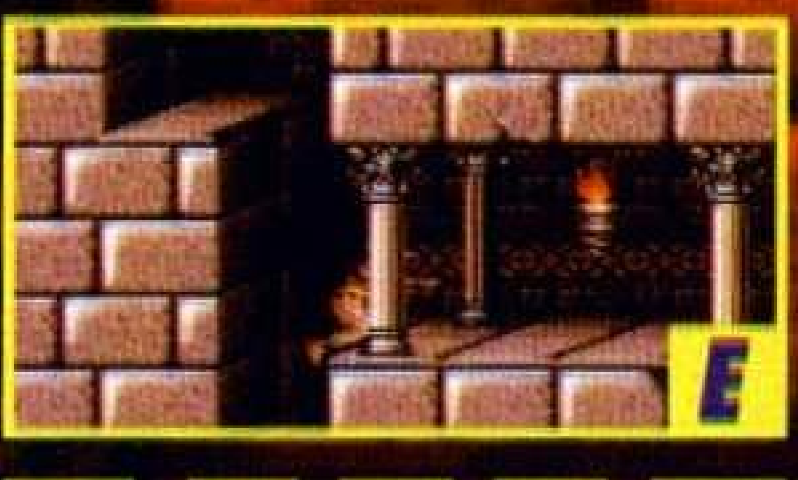


2. Run right, jumping the pit to hit the tile at (B). Quickly jump up and dodge under the falling gate on the same screen (another close call). Now left and up, locating the tile in the room with the slicer (C), which seals the gate open at (D).



3. After passing through the gate, lower yourself down and step on the loose tile, whilst holding B. Erk! there goes my lunch! (E). Make your way right carefully, to an exit door with a room directly beyond.

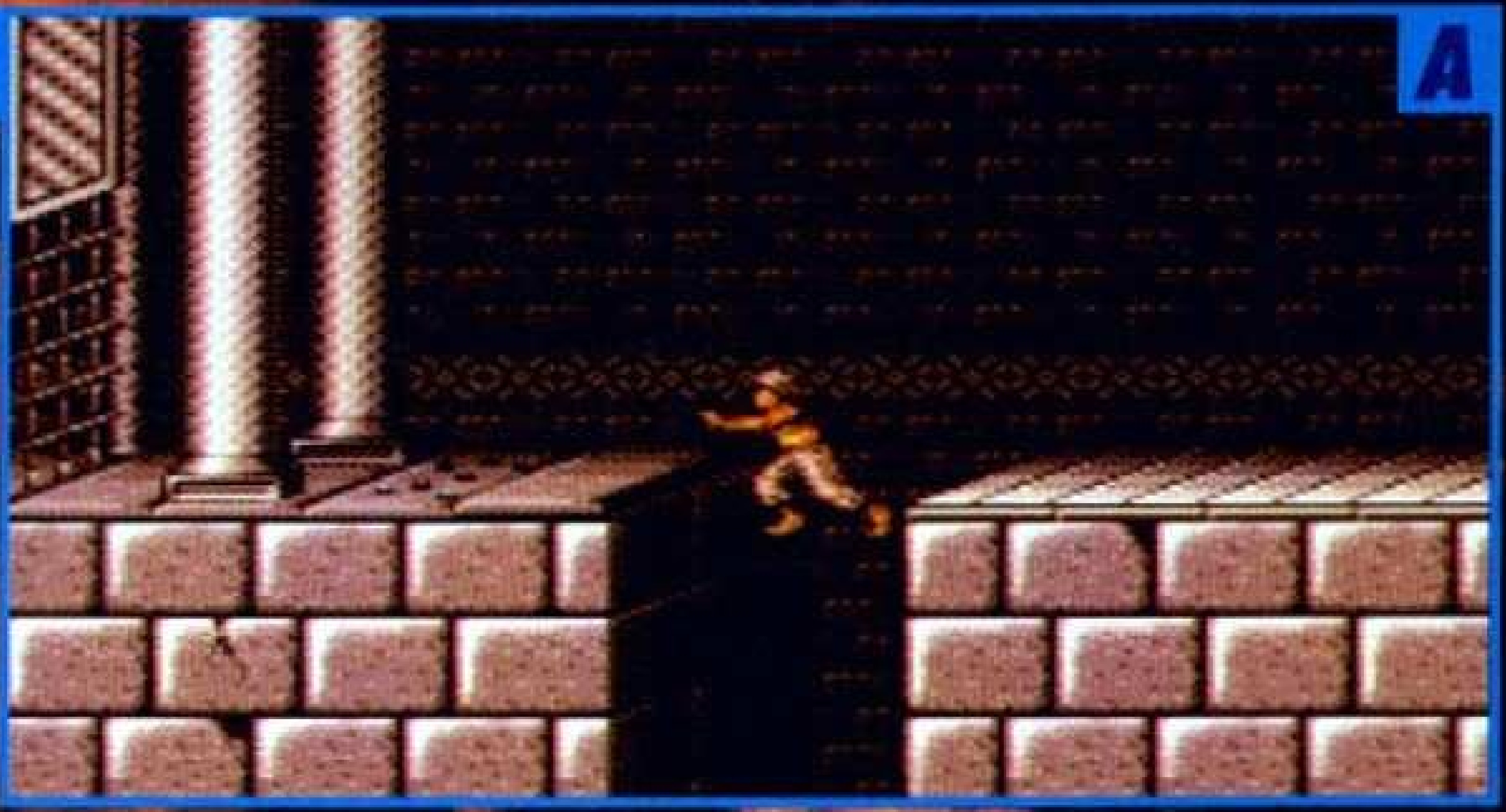




PASSWORD:
C48BTPG

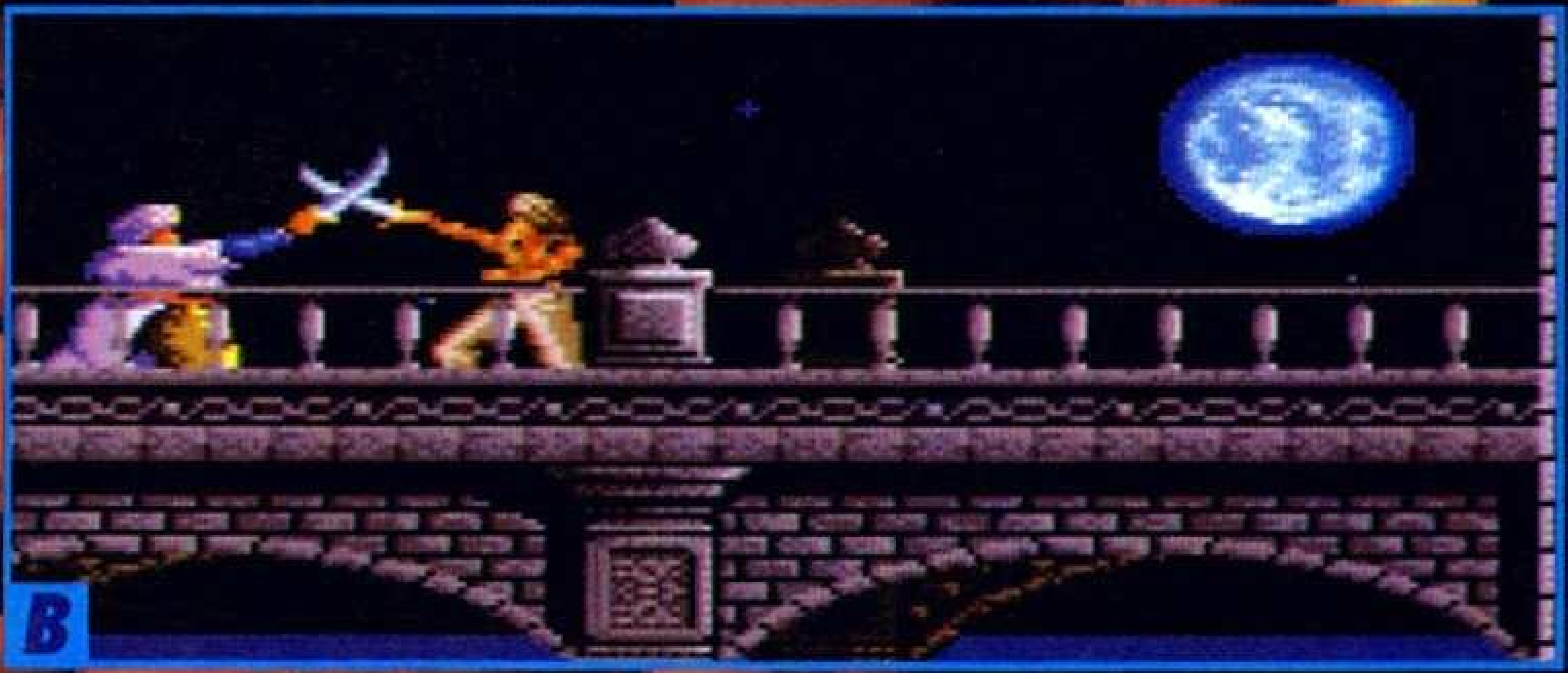
LEVEL 9

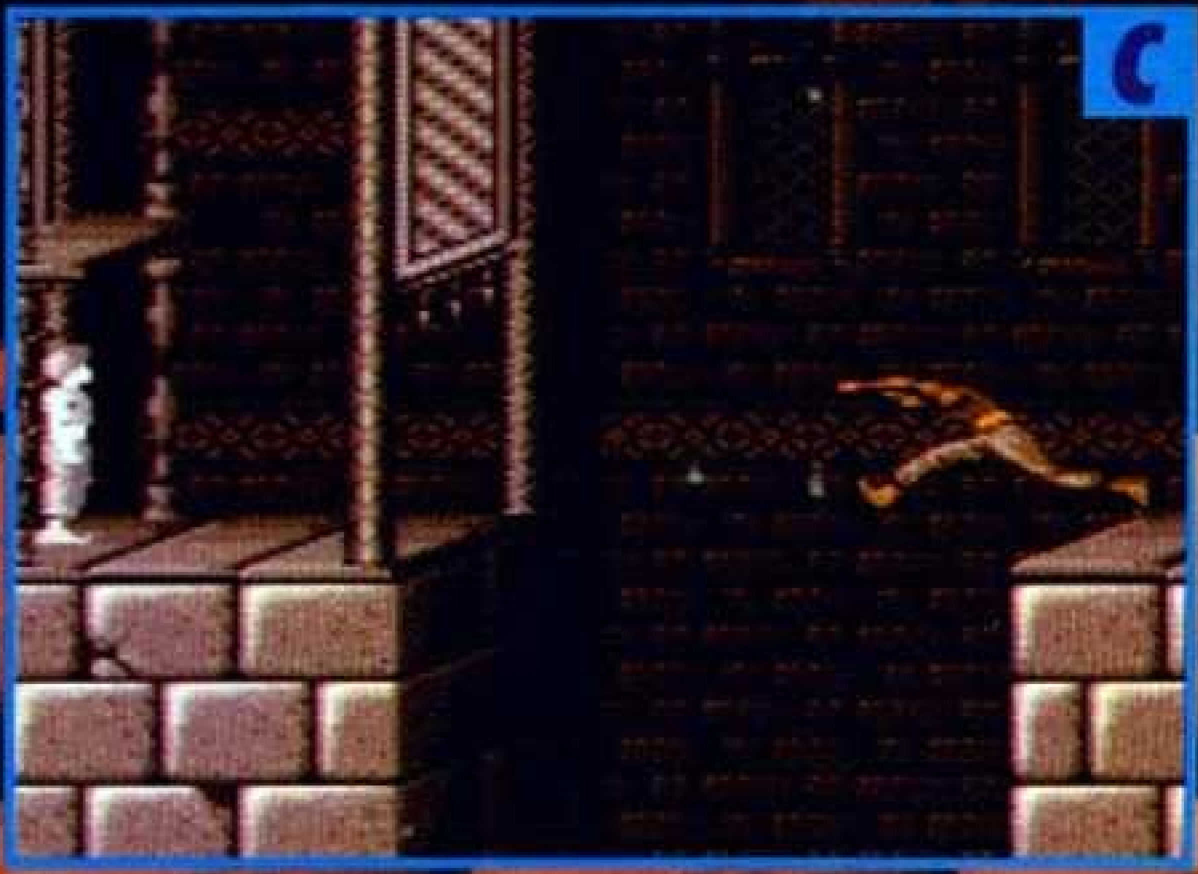
4. A short level that doesn't present too many problems for your much honed skills. By going left, you'll step on a conveyor belt. Do a standing jump and grasp to catch hold of the ledge (A). From there, go left and up. At one point you must do a standing jump, turn and grasp to avoid falling.



5. When you reach the Sultan (B) some special tactics are required. Parry continously (with the B button), and lunge when you hear the swords clank. It's not foolproof, but should increase your chances. With him dispatched, head left, and don't be afraid to jump into the abyss that leads to level 10 (C).

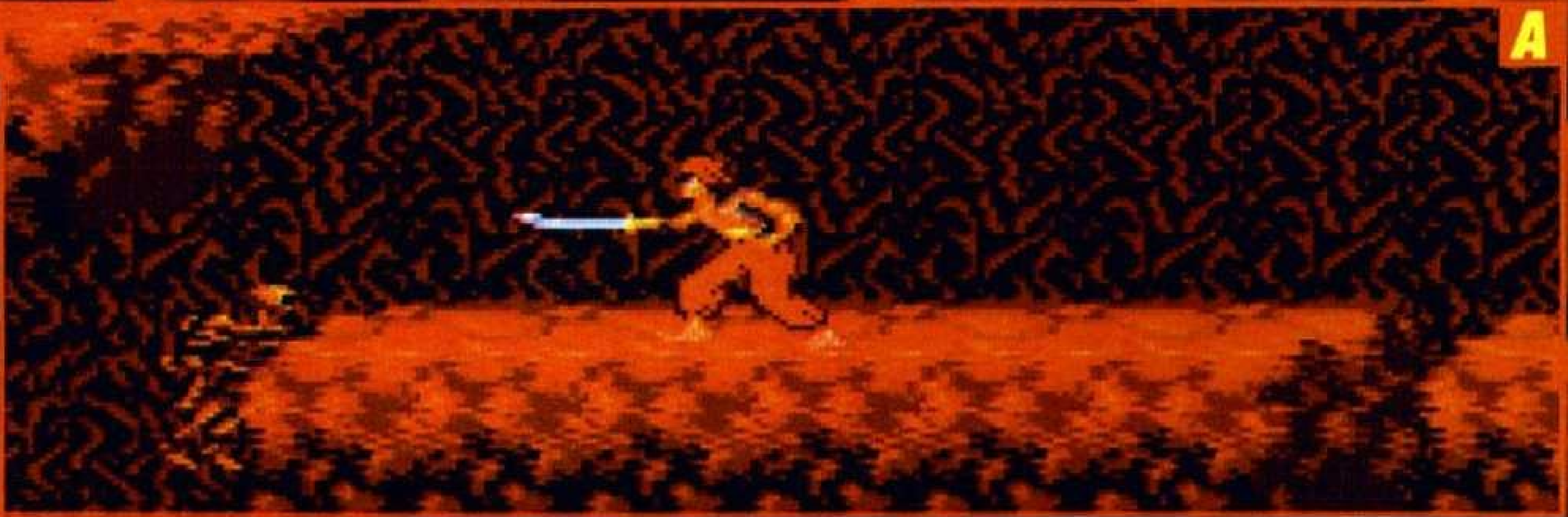
PASSWORD: 3G14DFR

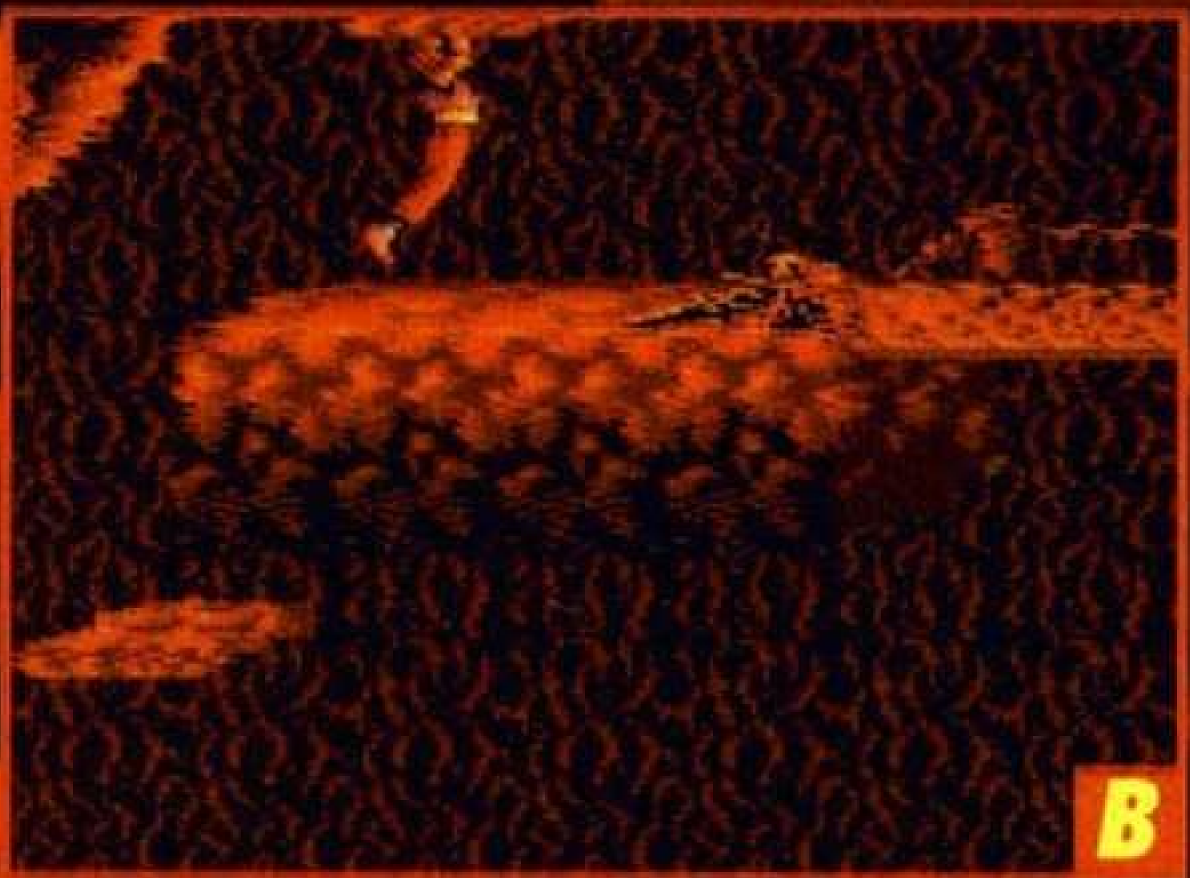




LEVEL 10

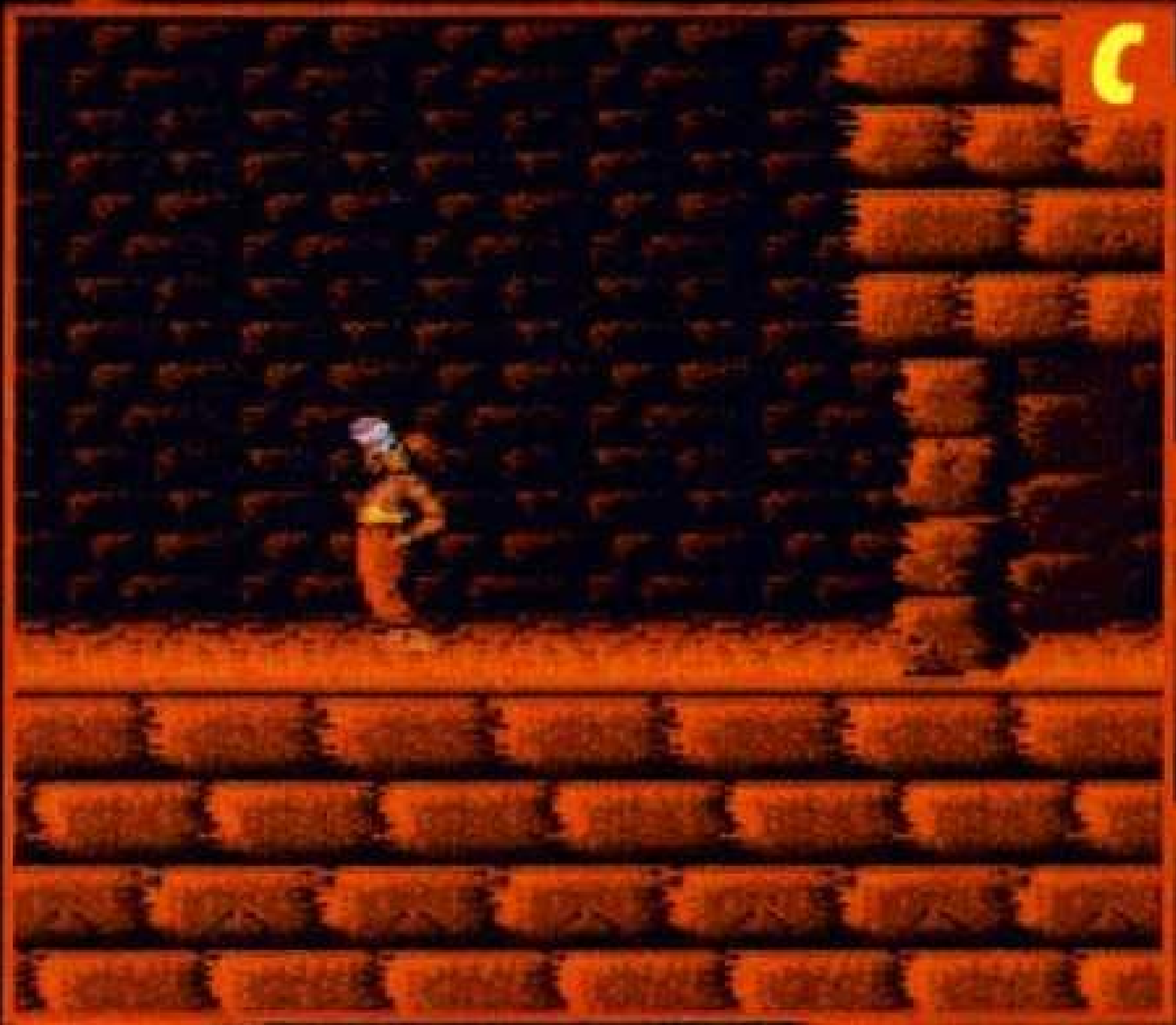
6. You're falling! Hold the B button to grab the ledge. Now go left and push the next two skeletons off (A). This calls for a more aggressive fighting technique. After you kill the next skeleton, you may take a short-cut by pulling yourself to the ledge above (B).

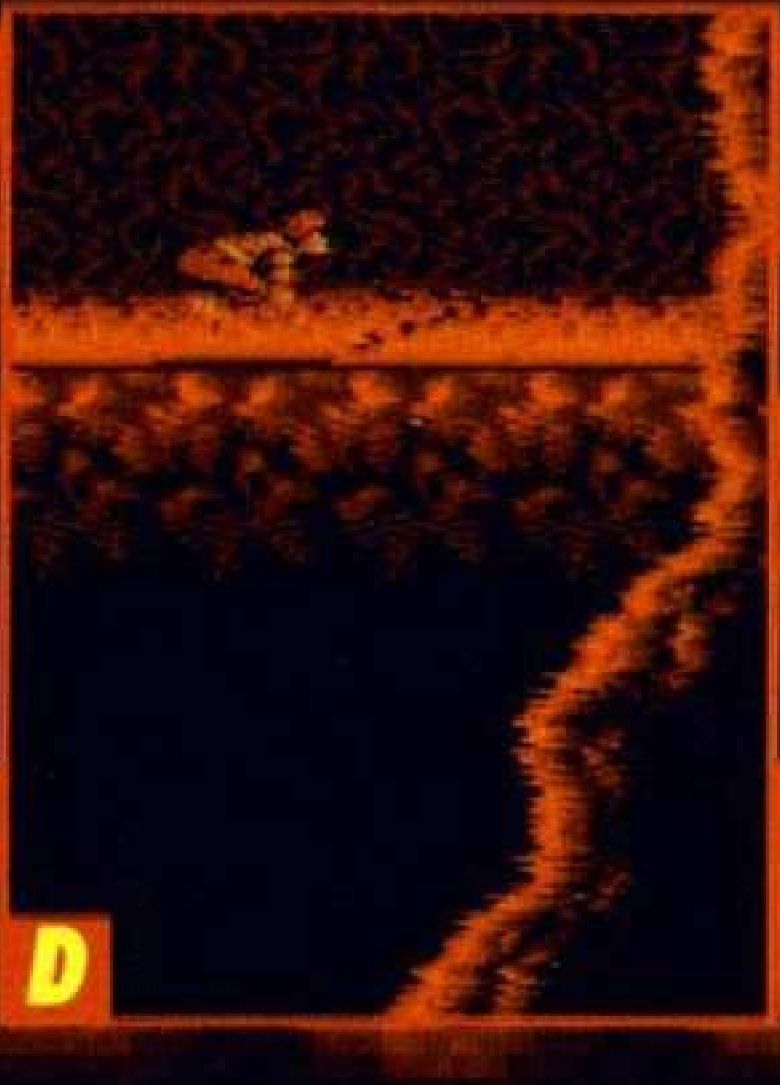




7. On the next screen with a skeleton, there is a secret room, found by going left, jumping up, and going left (C). There's an extra point potion as reward. You can then avoid fighting the skeleton by going to its level, then retreating immediately. It jumps down to fight you, but has no room and plummets to its doom.

8. The path to the exit means going up and right to the exit door, then dropping down to the activating tile (D). Jump over the skeleton to avoid a confrontation, and compete the circular route back to an now open exit!



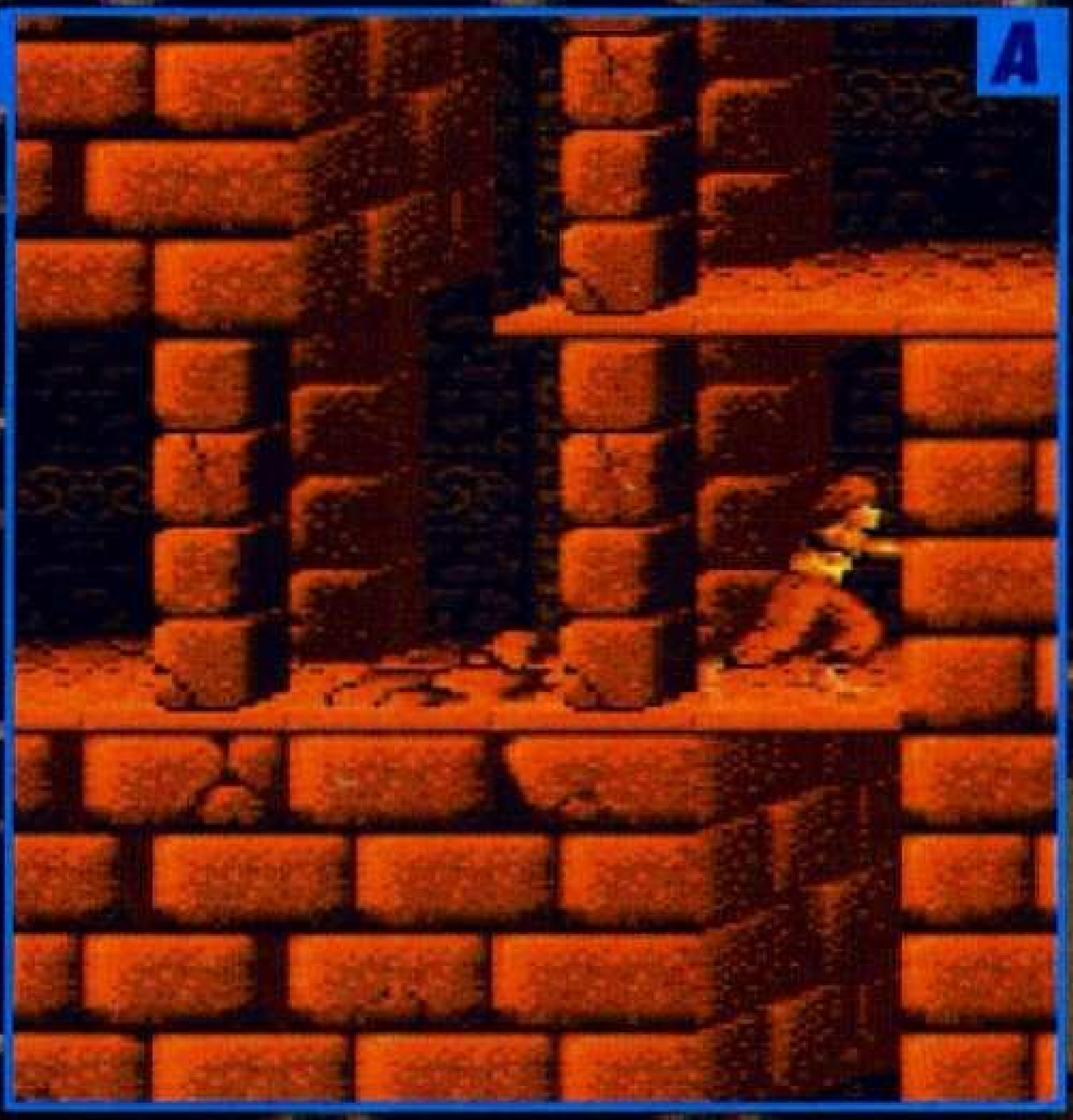


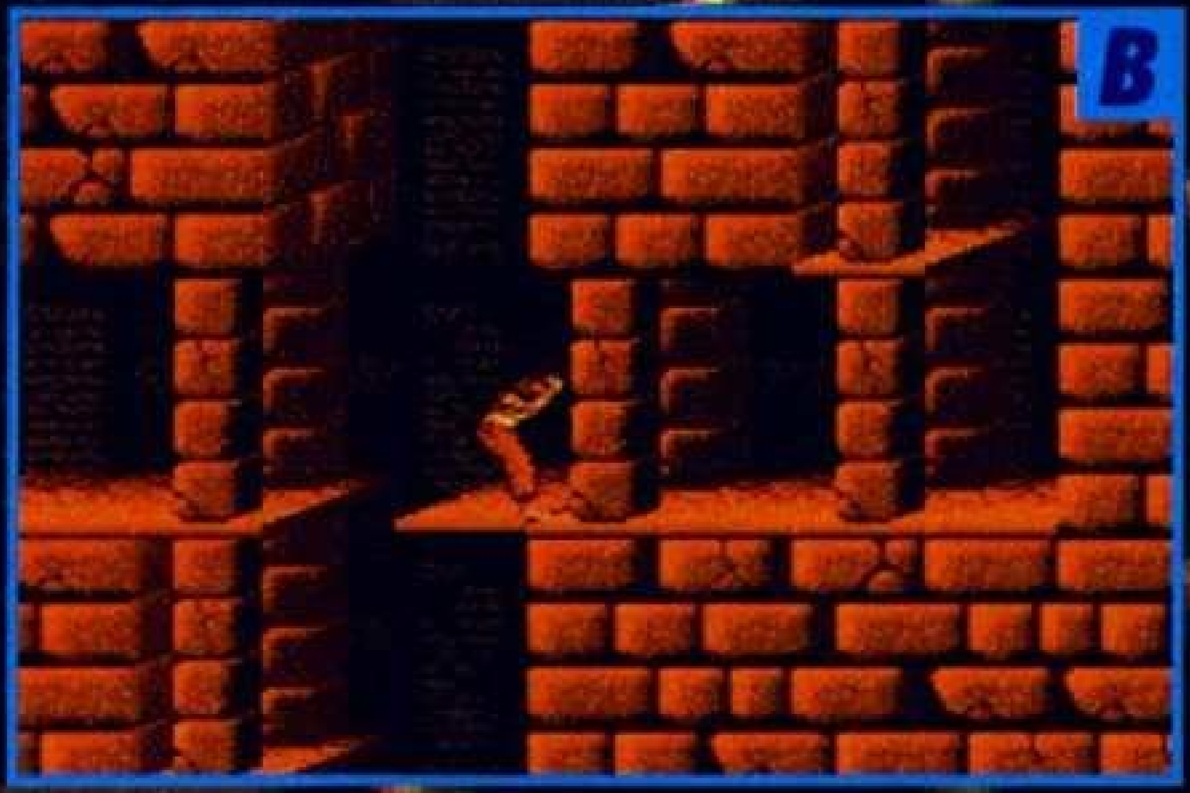
PASSWORD: MN5HWKG

LEVEL 11

9. From the start room go right and climb up. After the two guards go right, down and right to a loose platform at the far right (A). Drop this, and hold B. Now let yourself drop down and go left. Use the swapover technique to pass the guard. Now go left across this level, being wary of the gaps at the start of each screen. Take single steps as you enter each screen. At the far left is a door opening tile.

**PASSWORD:
Y!+FD2D**

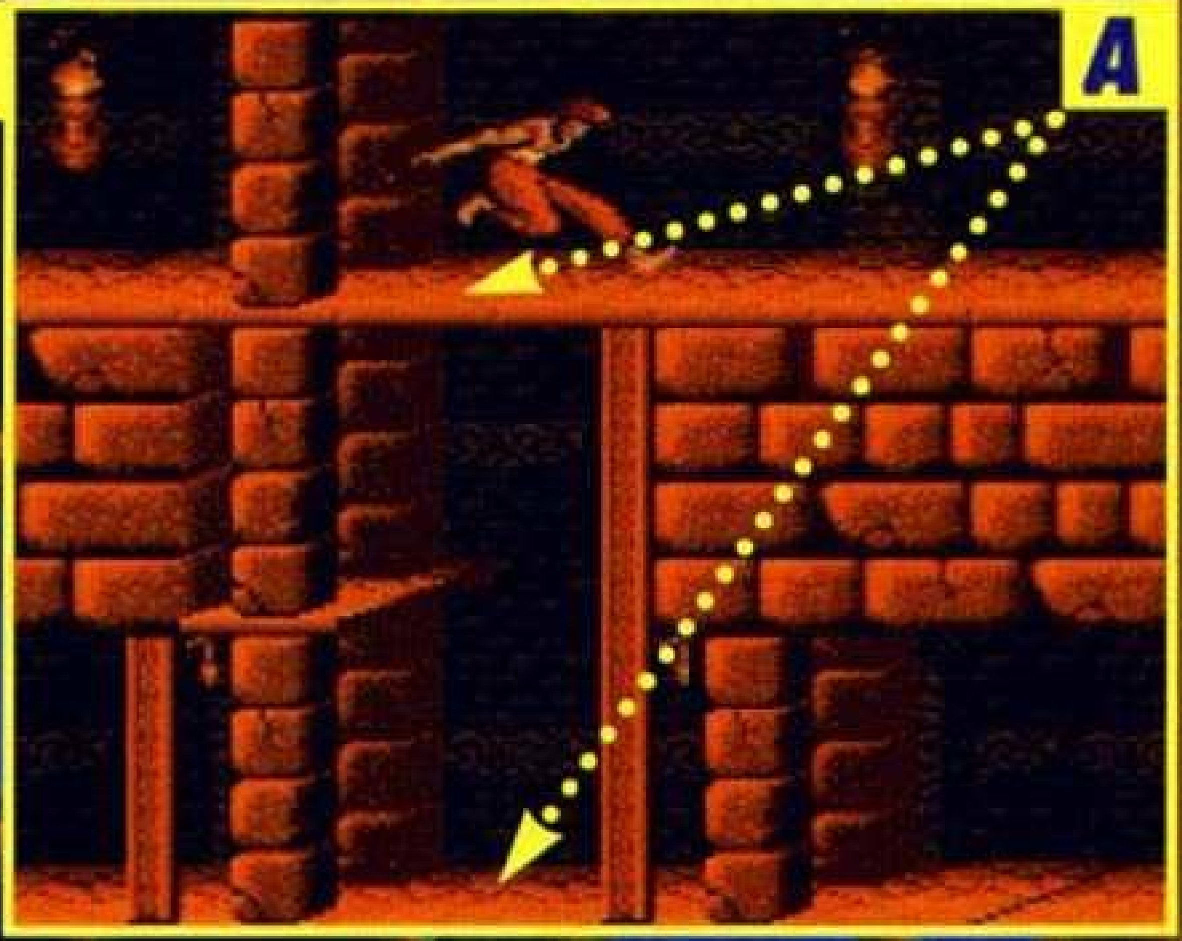


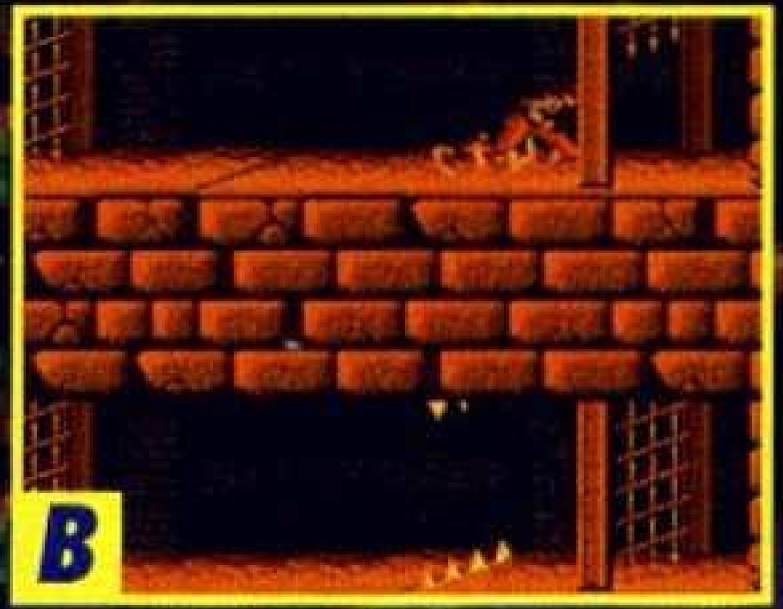


10. Press the tile, then jump back across the gap and lower yourself. Quickly go to the screen to the right, ducking to avoid the falling gate. The screen to the right ends with a drop. Jump off this, but keep holding B! You land temporarily on a loose tile (B), which falls, sealing a gate open. Meanwhile, you grasp a nearby ledge. Pull yourself up, then cross the gap and climb down. Head right, passing very gingerly through the flames before reaching the exit.

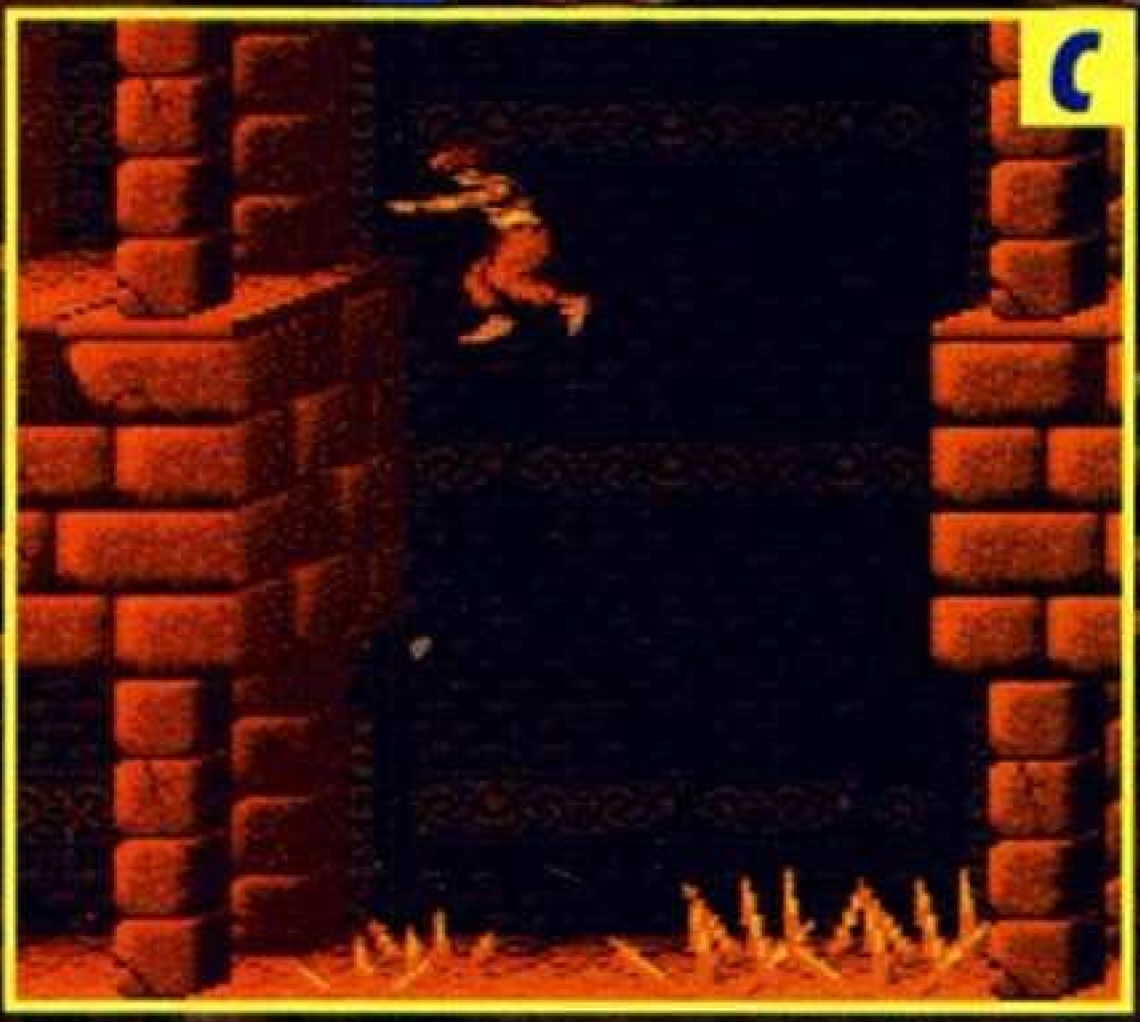
LEVEL 12

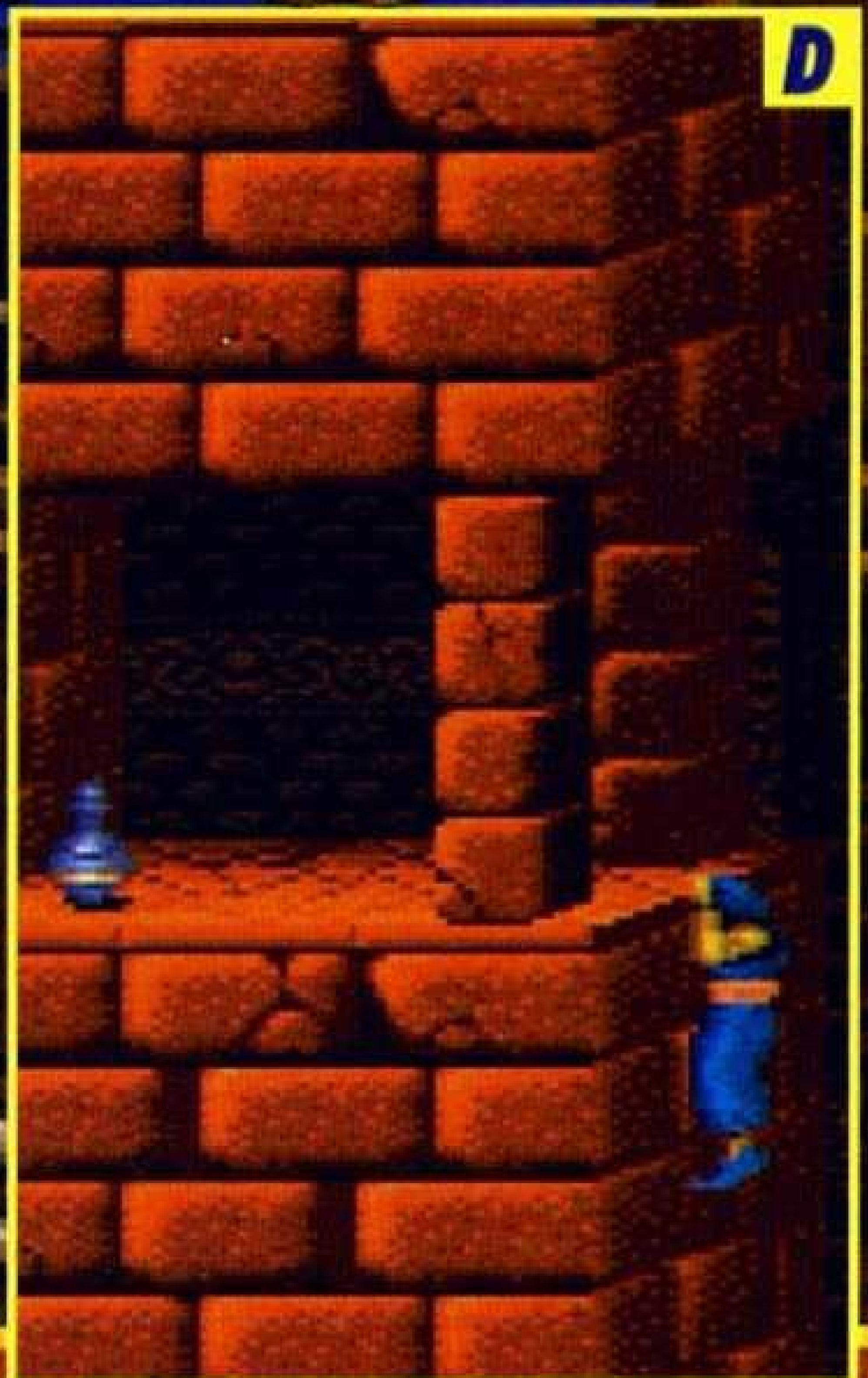
11. From the entrance go right, making pains not to drop the loose tile at (A.) When you return this way, be equally careful not to hit the tile between the two gates. On your path rightwards are two guards. Use pushover to thrust them to doom. On the second guard, run into the screen to start the fight as far right as possible. Run across the collapsing tiles, and push a loose roof tile out, the go up.

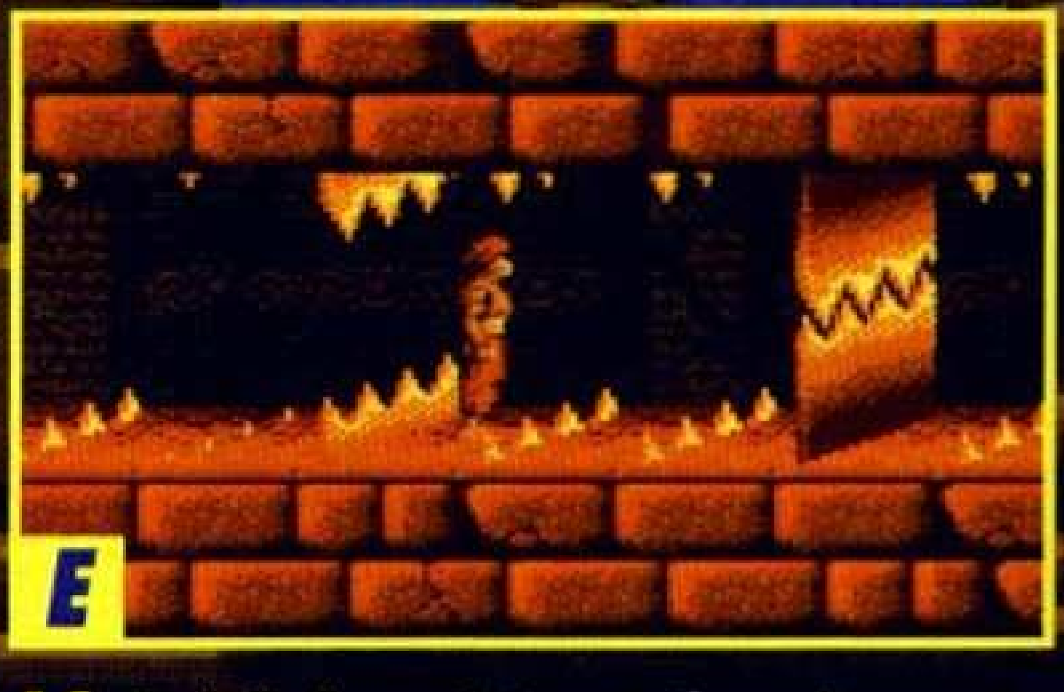




12. Go right, down and right, and through the first gate. Stand at the edge of the fourth tile and do a standing jump, to get through the second gate (B) In the next screen, lower yourself down twice, and go left. Step through the slicer and attendant spikes, then take a running jump across the massive cavern (C). Go up and round, walking across two loose tiles.







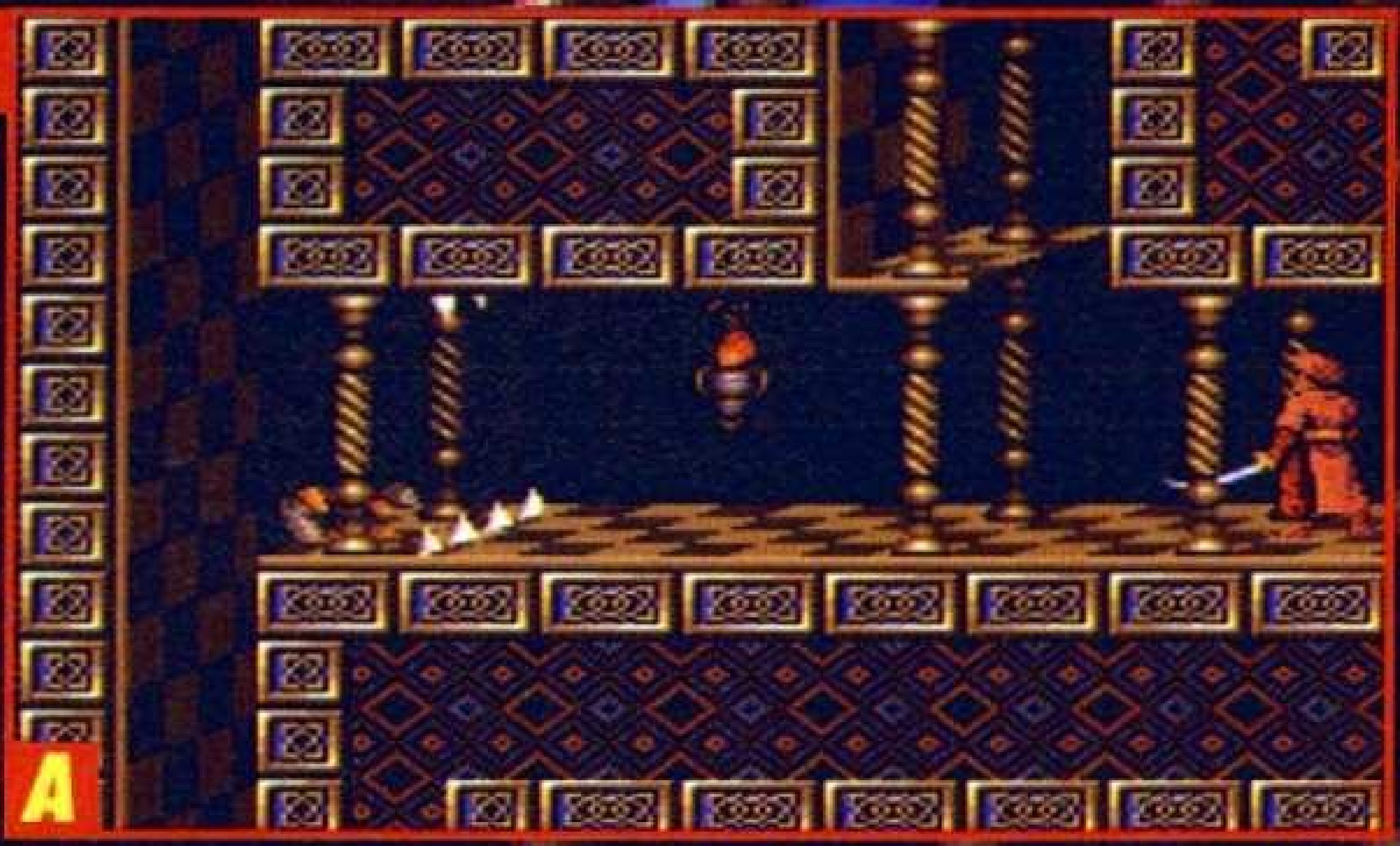
13. Head right, and into another double-gate conundrum. You should stand at the edge of the first tile inside the first gate, and take a standing jump to land just beside the slicer. Now head round to the massive chasm once more, but this time lower yourself down the left hand side. Go left, up the steps, then turn about face to climb the ledge. From there take a running jump (hold B), then go through the three slicers, to find yourself back at A.

14. Go left, through two gates and across a raft of loose tiles. At the end is a magic potion which allows you to fall slowly for a long distance. However, directly below is a life-bar extending potion, so don't just jump off into thin air. You should lower yourself down. You still have time to get the potion and fall off (D). At the pit's bottom, the way out is right, through slicer central (E). Concentrate on each slicer in turn, it's easier if you realise that the eight slicers actually work in two sets of four. The exit is nigh.

**PASSWORD:
42R6LX7**

LEVEL 13

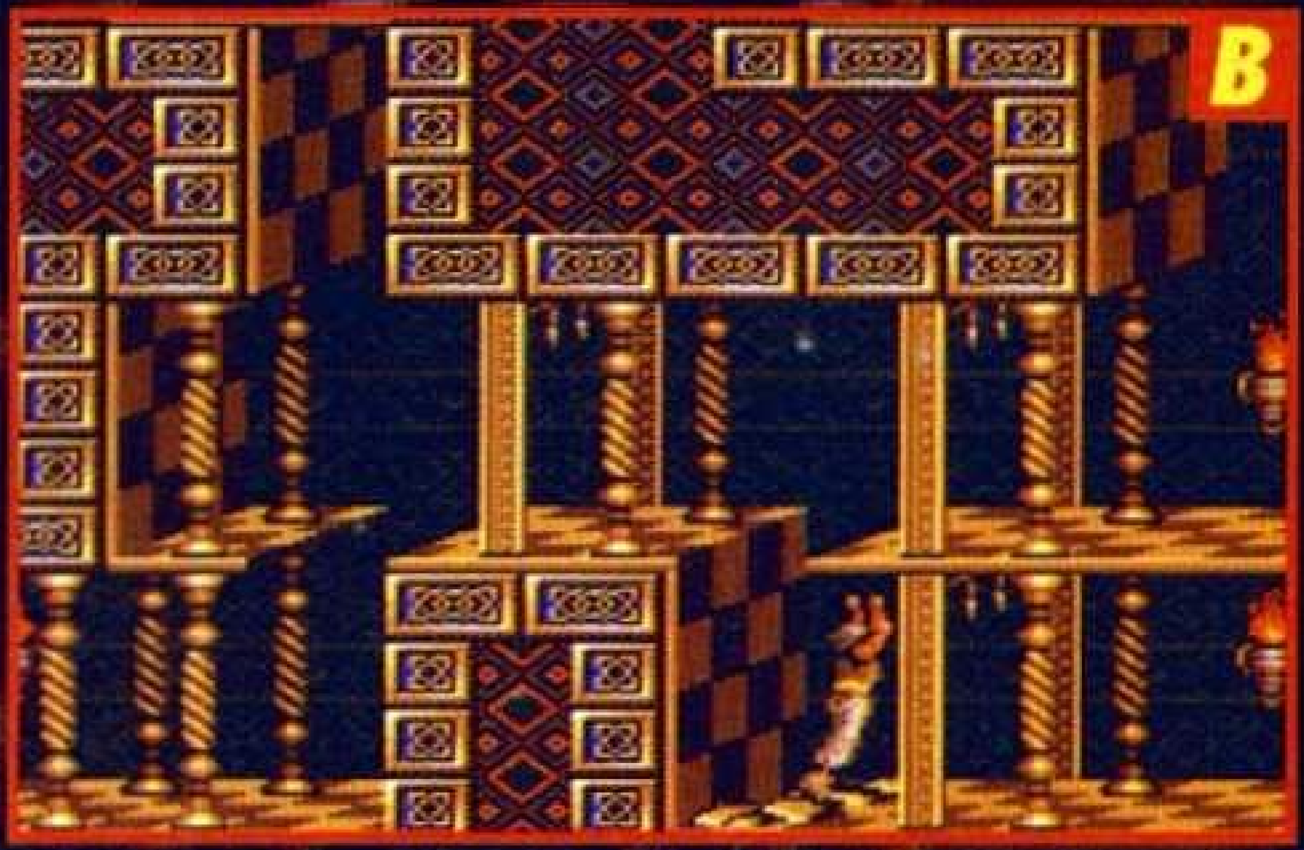
15. Ignore the potion near the entrance, instead go left, taking a running jump as you hit the panel. In the next screen, pushover will dispose of a guard, Lower yourself down into the screen with the potion. Now, lower yourself into the next screen, but hold B (A). When the screen appears, quickly release then press B again. You should fall to grasp the next ledge. Step through the slicer to confront your foe.

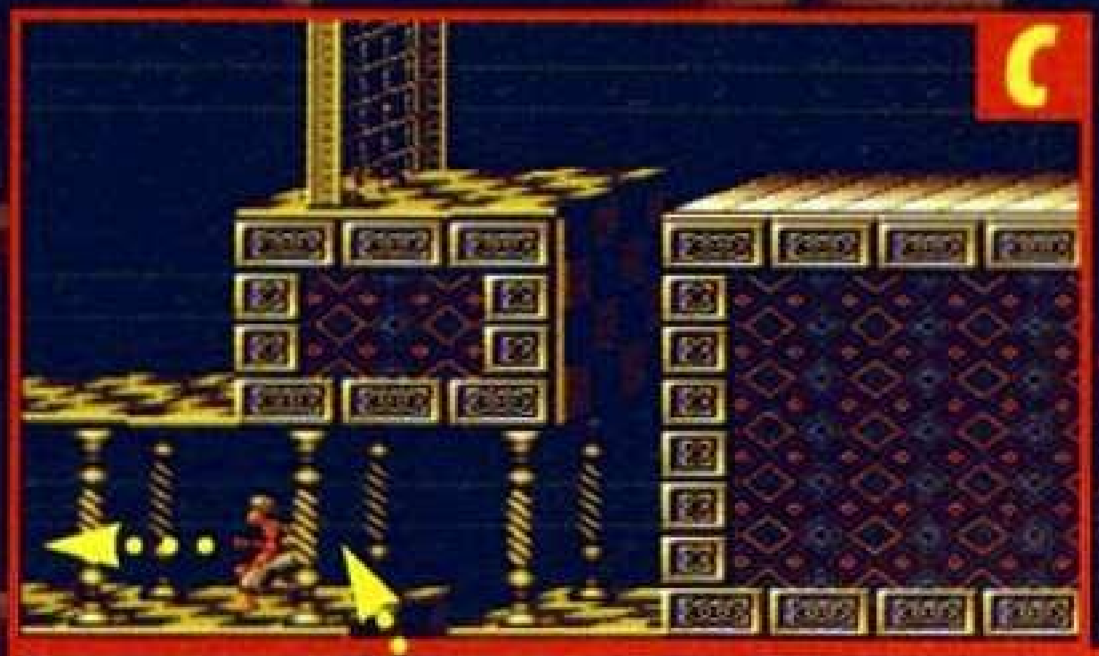


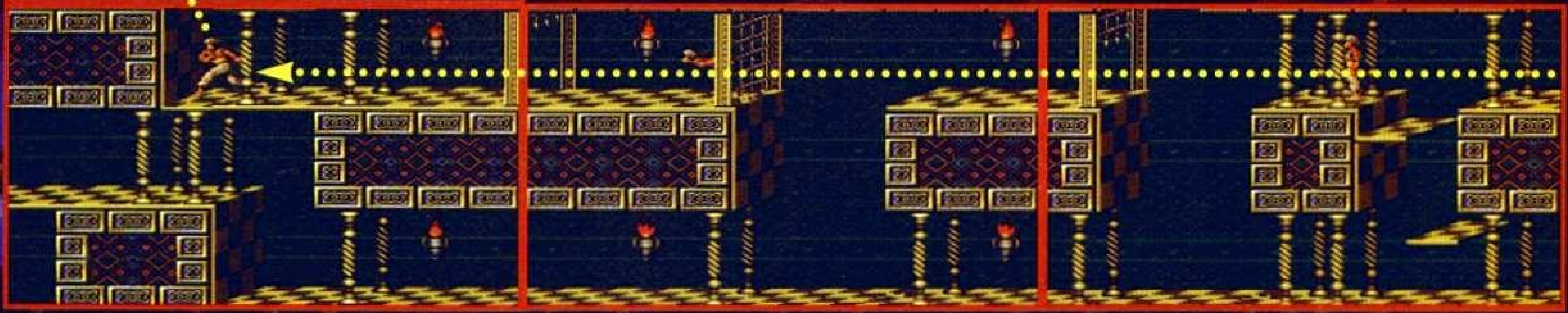
16. Go right, jumping across another gap to depress a door tile. Go down through the gap and left through the open gate. A tile located at the far left, underneath the shaft, is your target before returning right for two screens, to the room with two gates (B). Take the lower of these choices, and run right through the room of falling tiles and a slicer. If you don't pause, you shouldn't get sliced. Now kill the guard before finding the loose roof tile which lets you escape.

**PASSWORD:
7TP!WV!**

17. The next section is a detour, for the reward of a bottle. Go to the left and climb up and right, where a guard waits near the ledge you are climbing. Getting past him is tricky, and is only possible by a skilfully executed pushover. The bottle is above. Now to the level end. Go right, jumping through the gate two screens away, watching out for the spikes in the corridor beyond. From the room of two slicers, follow this route to locate the level door tile (C).

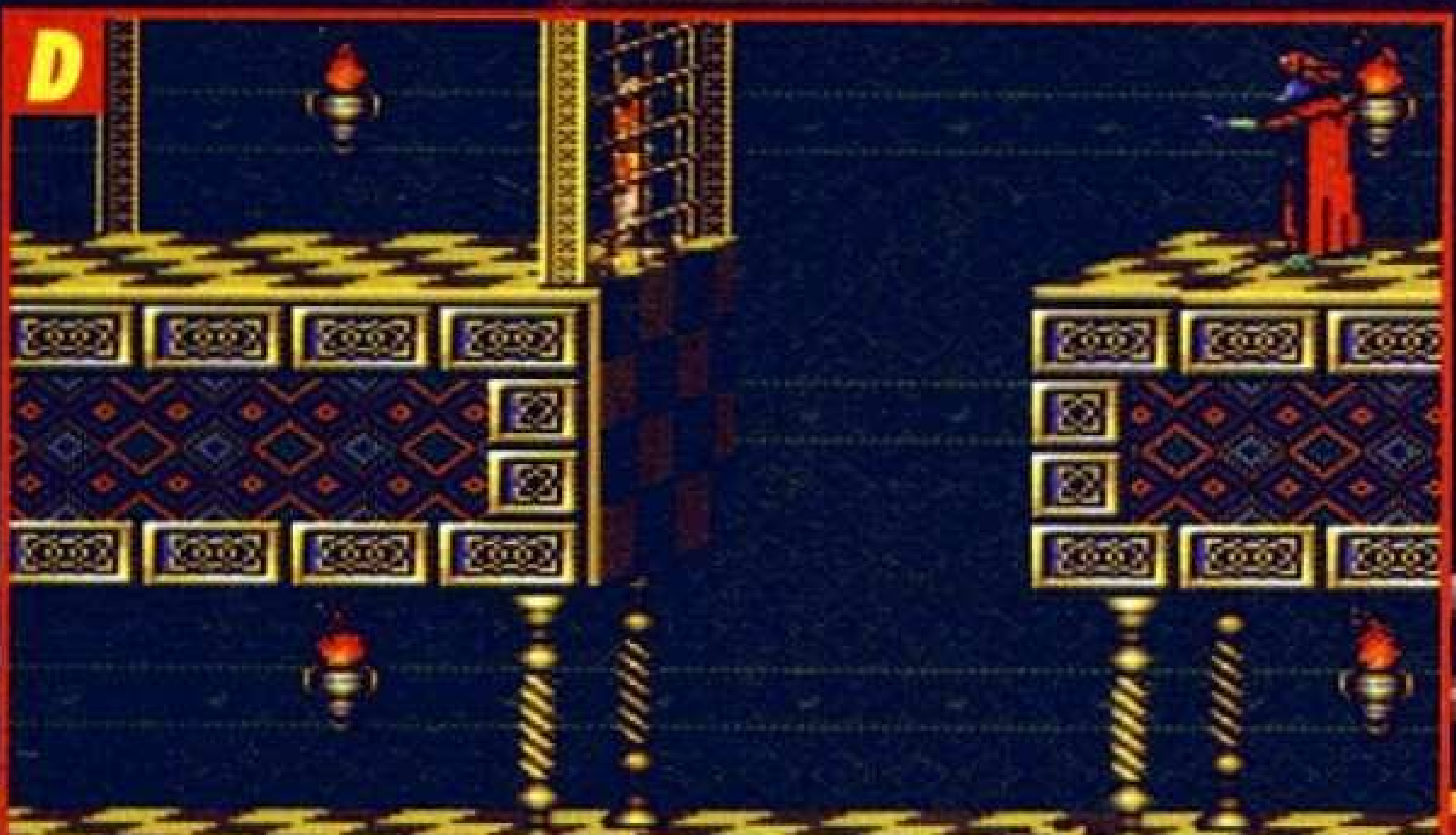






18. On your way back, Jaffar presents himself, and it seems he has you trapped. Stay calm, and wait at the gate for help to come (D). Now go fully right and up. The tile on the right-hand side opens a gate to the left. A standing jump is sufficient to get you through it. The next puzzle concerns the conveyor and the guard. You must jump through the slicer onto the conveyor, and you must swapover sides in the battle, or your man will die as he sheathes his scimitar. From here, finishing the level is a breeze.

Crump! The travails of arduity are not yet over. There's still seven levels to go and it ain't over 'til the fat lady sings! Hear her warbling next month when NMS bring the curtain down on Prince of Persia. Forever!



NHS

NEXT MONTH

Within next month's stunning array of tips and tactics, we'll be continuing our stunning Starwing guide, as we reveal what's what in the second battle against Andros and his polygon-based mates. In addition, Jaffar finally comes a cropper as our Prince Of Persia guide reveals just what happens at the end of Konami's brilliant platformer. All this and much, much more next month. See you then.

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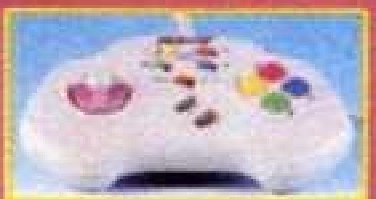

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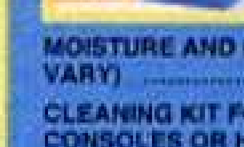

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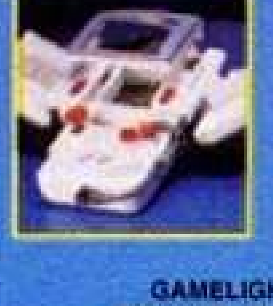

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** GREMLIN
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** DRIVING
- **CART SIZE:** 8 MEG

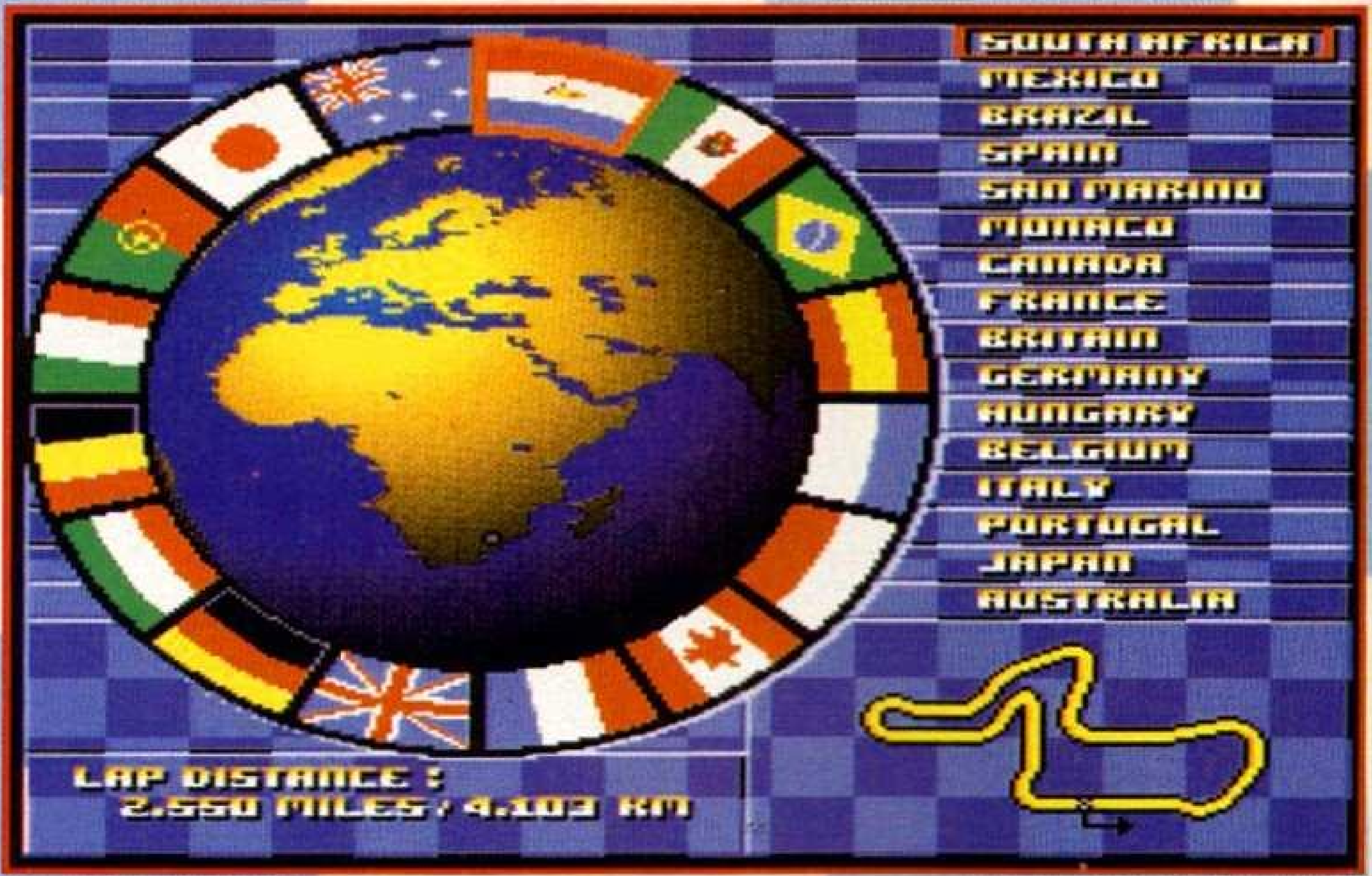
GAME INFO

- **PLAYERS:** 2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** EASY/MEDIUM
- **CONTINUES:** PASSWORD
- **RESPONSIVENESS:** Excellent
- **1ST DAY SCORE:** Win Driver's championship!
- **GAME ORIGIN:** Nigel Mansell is a conversion of Gremlin's Amiga game of the same name.

CONTROLS

- **HOW TO PLAY:** Left and right moves the car left and right, up/down has no effect..

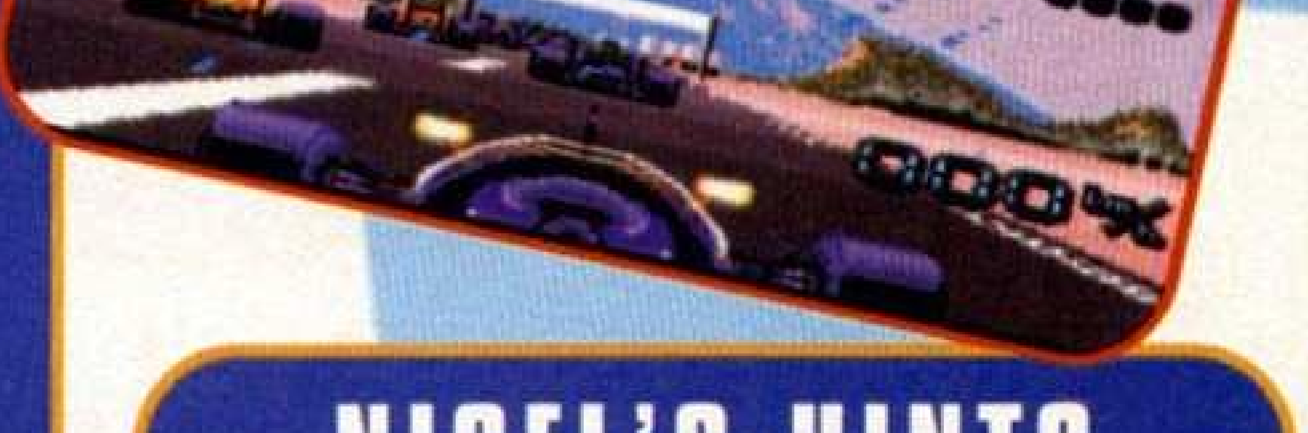
A	BRAKE
B	NO FUNCTION
X	ACCELERATE
Y	NO FUNCTION
L/R	L: GEAR UP R: GEAR DOWN
S	START: STARTS/PAUSES SELECT: NO FUNCTION



NIGEL

At sixteen locations around the world, men surrender to their urge to SPEED. The grand prix tracks of the World Championship are where the ultimate synergy of man and machine takes place - for money, acclaim, honour and the sensation of SPEED.

Any one of these events is gruelling enough, but as a rolling season of races they take their toll on the driver's and the cars. Is it any wonder that the stars may have the occasional tiff with their manager? In the case of Nigel Mansell, it's sadly ironic that his F1 game finally motors onto Super NES, just as he's powering into the Indy league. But, chin up. As F1 Challenge is meant to be a racing simulation, there's no reason not to grow a quick moustache and play out the 1993 season that could've been...

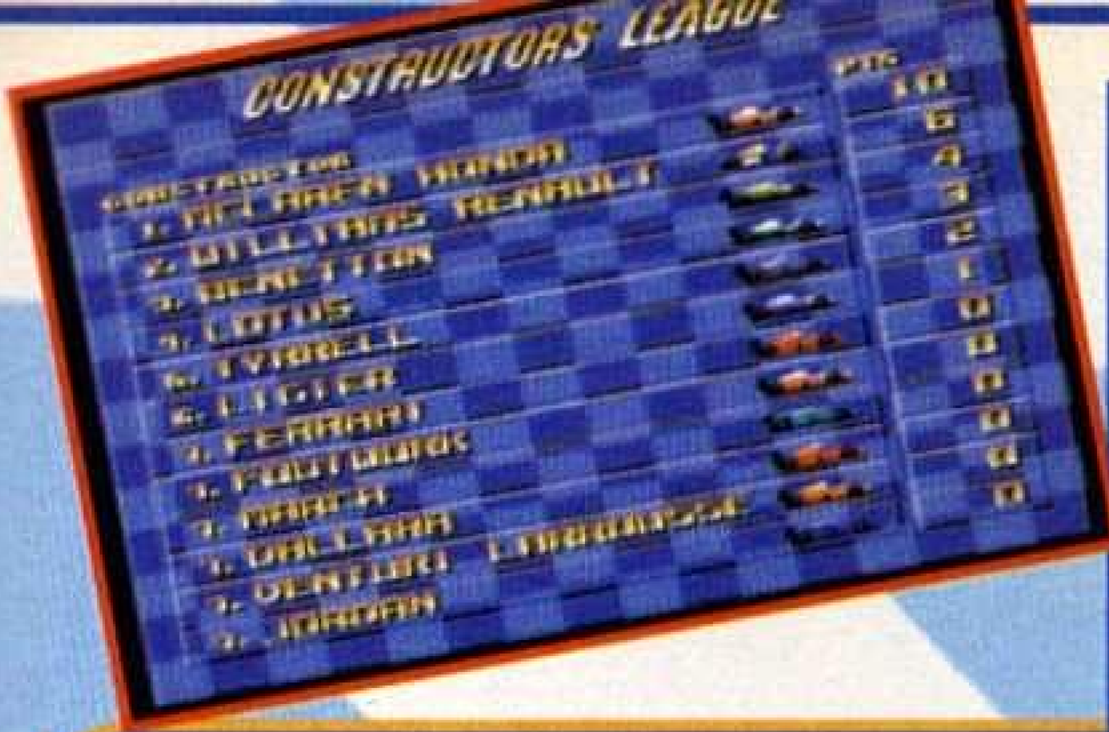


GLOBAL ACCLAIM

You choose either to drive a single race (practice or full) on any of the sixteen championship courses, or take part in the full driver's championship. The prize is awarded at the end of the season on the basis of points gained in each race. Race winners get ten points, second place earns six and so forth. Retiring earns you 'nil point'.

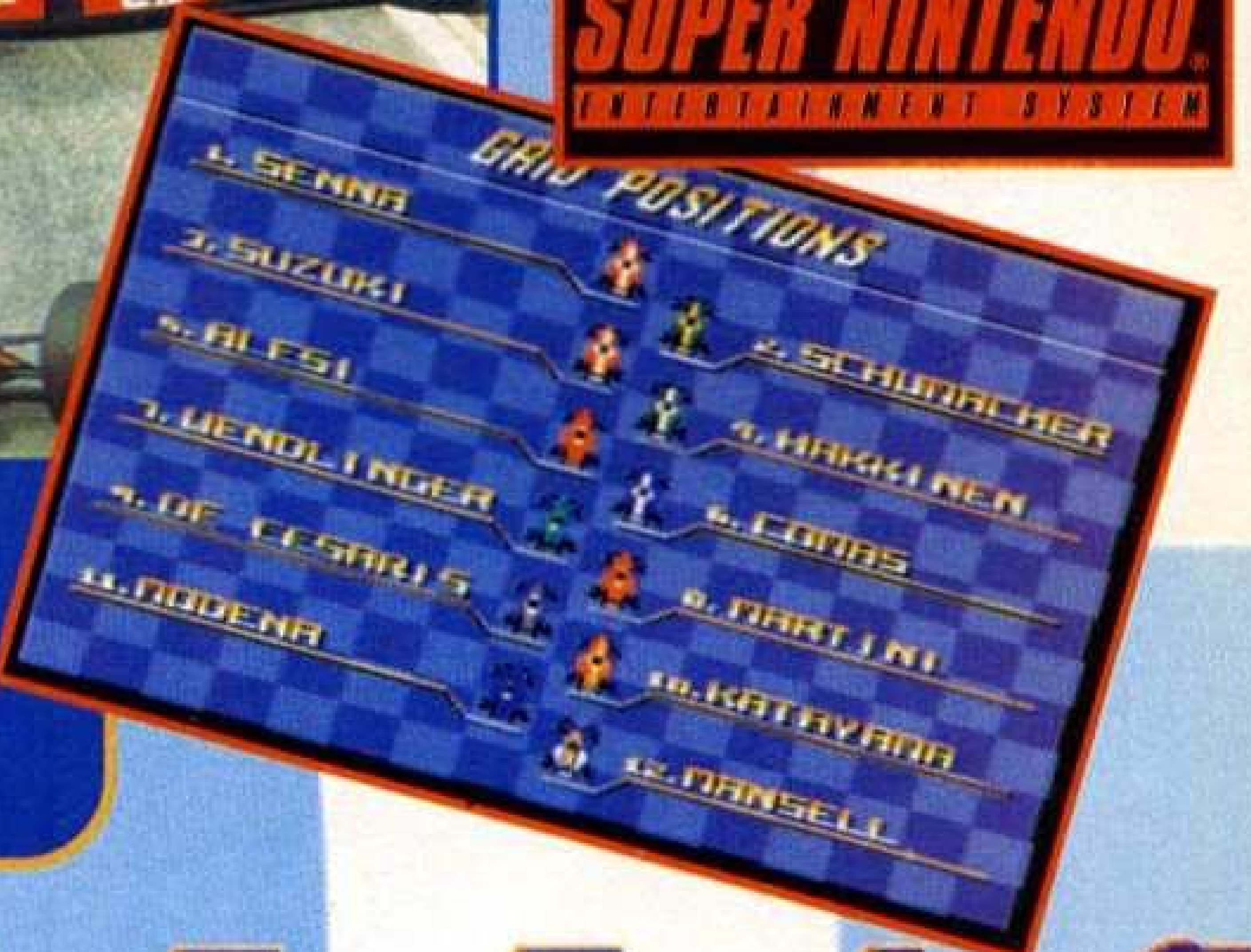
NIGEL'S HINTS

For each course, the advice of the master driver himself may be sought - ie. you can ask Nigel's advice. After he has offered a few well-chosen words of advice, a secondary screen appares, marking the optimum safe speeds for each part of the track.



CONSTRUCTORS LEAGUE

CONSTRUCTOR	PTS
MCLAREN HONDA	10
WILLIAMS RENAULT	6
BENETTON	4
LOTUS	3
TYRRELL	2
LIGIER	1
FERRARI	0
FOOTWORK	0
MARCH	0
DALLARA	0
VENTURI LARROUSSE	0
JORDAN	0



GRID POSITIONS

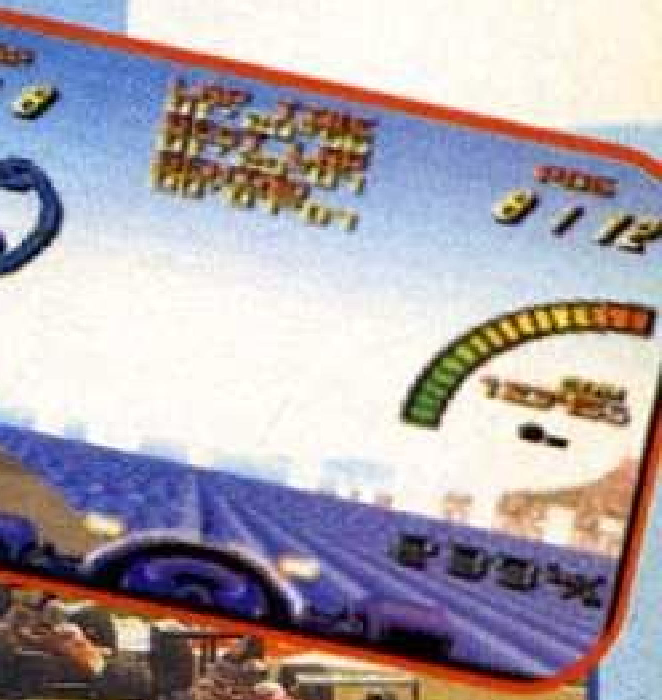
1. SENNA
2. SCHUMACHER
3. SUZUKI
4. HAKKINEN
5. ALESI
6. COMAS
7. WENDLINGER
8. MARTINI
9. DE CESARIS
10. KATAYAMA
11. MODENA
12. MANSELL

THE OPPOSITION

The Grand Prix consists of a cut-down field of some twelve drivers, which is bit limiting, but Mansell's biggest rivals are there to race. The main challenge comes from Brazilian, Ayrton Senna, Germany's Schumacher and Italy's Alesi. Racing against them feels different from the usual driving games, as they exhibit a strong sense of character. Senna is a daring driver, but tends to judge pitstops badly. Schumacher is a dogged efficient driver, but less likely to take risks.

MANSELL'S

1 CHALLENGE



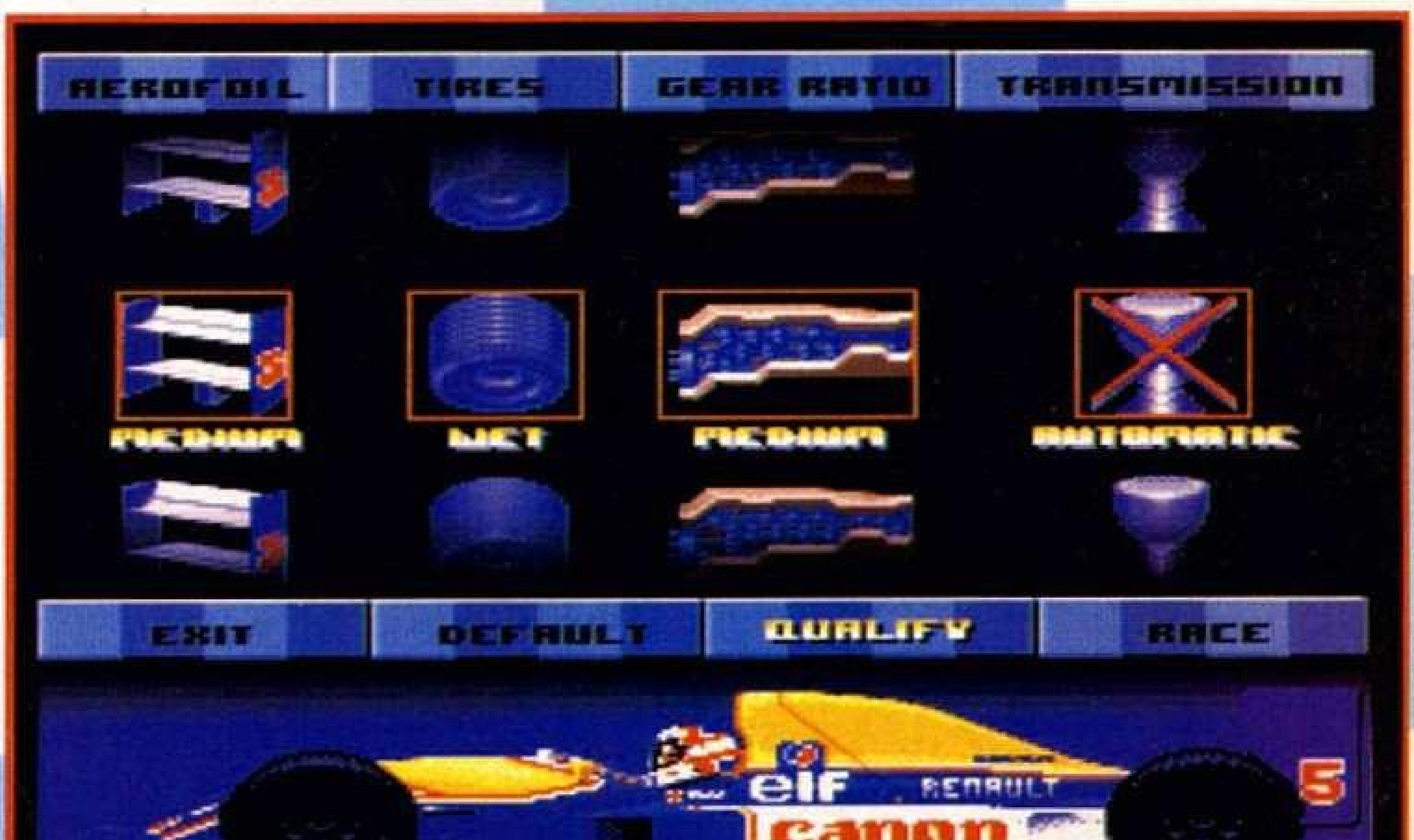
CONTROL FREAK

Two control modes, effectively difficulty levels, are offered. Arcade is the easiest control method, offering a sensitive response and good corner handling. The simulation option offers a subtly more realistic approach to handling and braking.

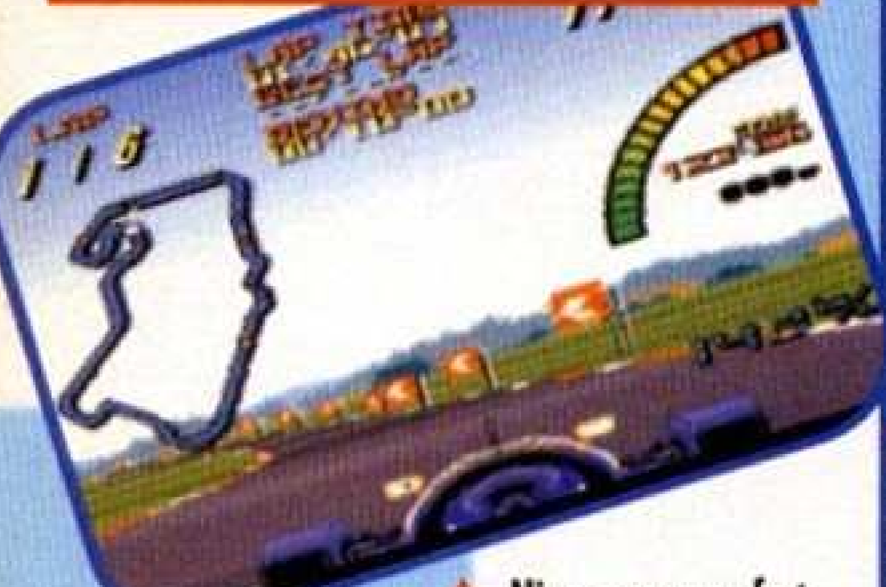
COMMENT

GUS

This would be the George Best if it wasn't for two factors - the difficulty setting and the lack of seasons. Playing in arcade mode with an automatic gearbox is not recommended, as you'll be watching the end credits roll before you know it. True, handling a gear box is an added trial, and the simulation mode gives a truer feel, but this has to be one of the easier racing games available. But the feel of the game is immense, catching the sensation of speed and excitement perfectly. Using sprites instead of blocky Mode 7 has created a different effect, more like the visuals of arcade racers like Final Lap.The control method feels perfect, and most of your opponents behave like real racers — not just drone cars. The best parts of this game are the nerve-jangling neck-and-neck laps with Senna, when the points difference is vital. For moments like that it cannot be beaten. But its overall weaknesses prevent it being a classic.



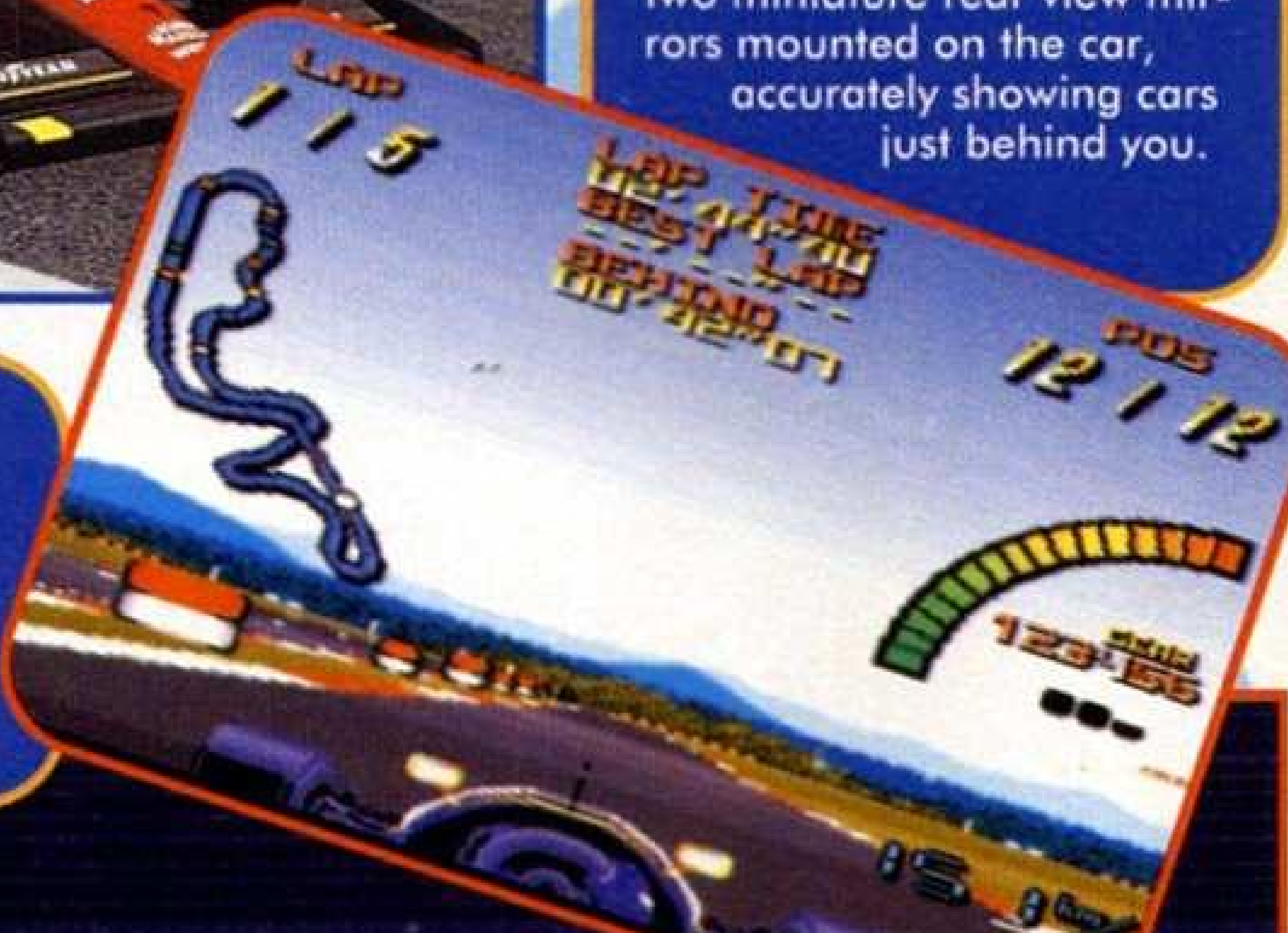
AEROFOIL	TIRES	GEAR RATIO	TRANSMISSION
MEDIUM	WET	MEDIUM	AUTOMATIC



▲ Nige corners so fast, the picture tilts, too...

BEHIND YOU!

One fun feature of Nigel Mansell is the time counter displaying the distance between you and your closest rival. This shows either your lead in seconds or, when behind, the lag between you and the leader is shown. To add to this backdoor paranoia there are two miniature rear view mirrors mounted on the car, accurately showing cars just behind you.



AEROFOIL

The aerofoil affects the traction of the car, thus altering its steering response. A low foil keeps the car close to the ground, recommended for tight courses.

PICKING PARTS

Before each race, qualifying and full, the option to alter parts of your car are given. These choices affect the fine performance of your car, shaving seconds off times.

GEAR RATIO

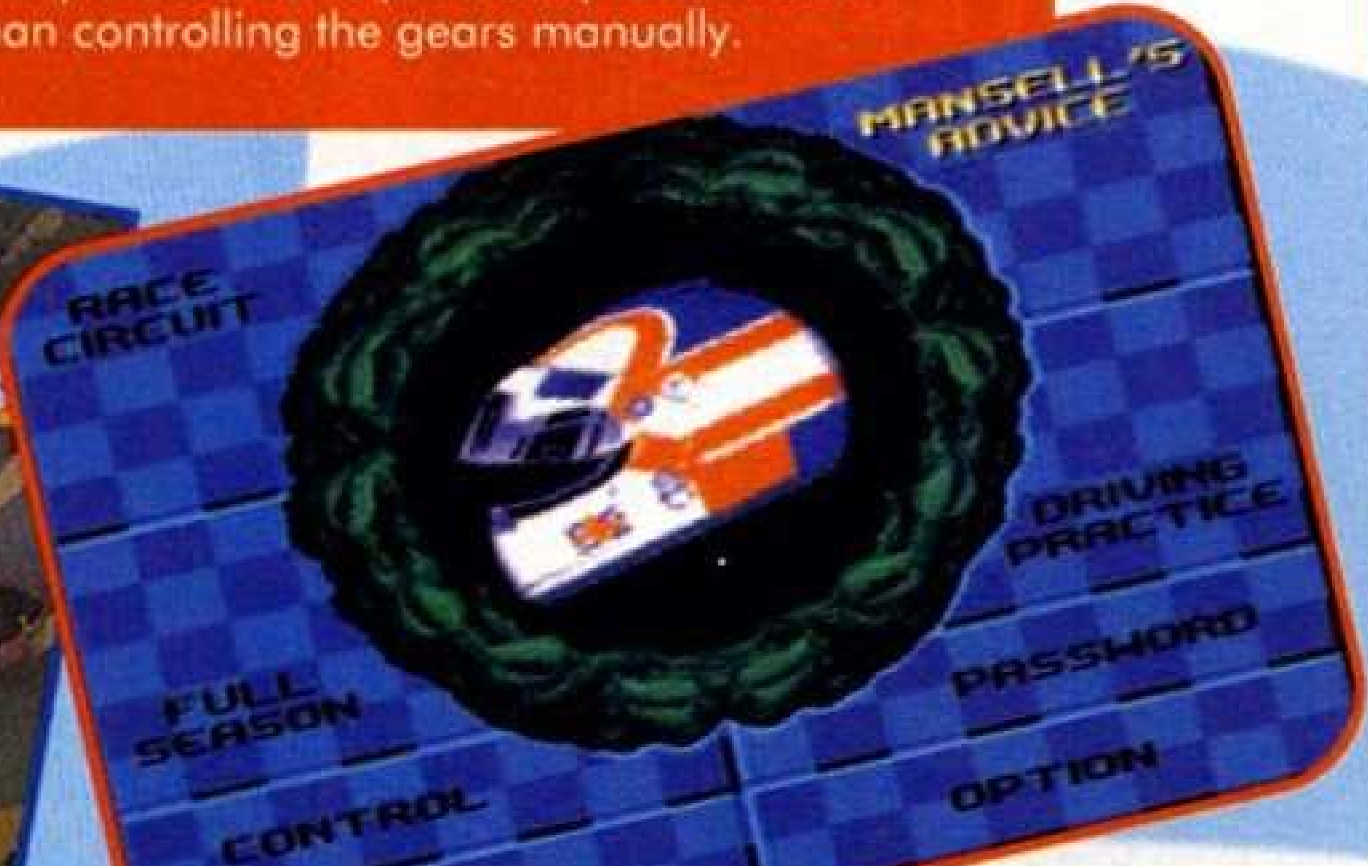
High gear ratios should be chosen for courses without the need for a lot of changes, or by drivers who don't crash often, as they offer higher speeds at the expense of fast acceleration.

TRANSMISSION

Selecting an automatic will give you less to worry about, but is potentially less efficient than controlling the gears manually.

TYRES

Review the weather conditions before deciding on tyres. Hard tyres give the highest speeds, but wear out quickest. The need for traction in the wet is vital, or the course becomes a skidpan.



▲ Noodle-oodle-oodle wreaths!

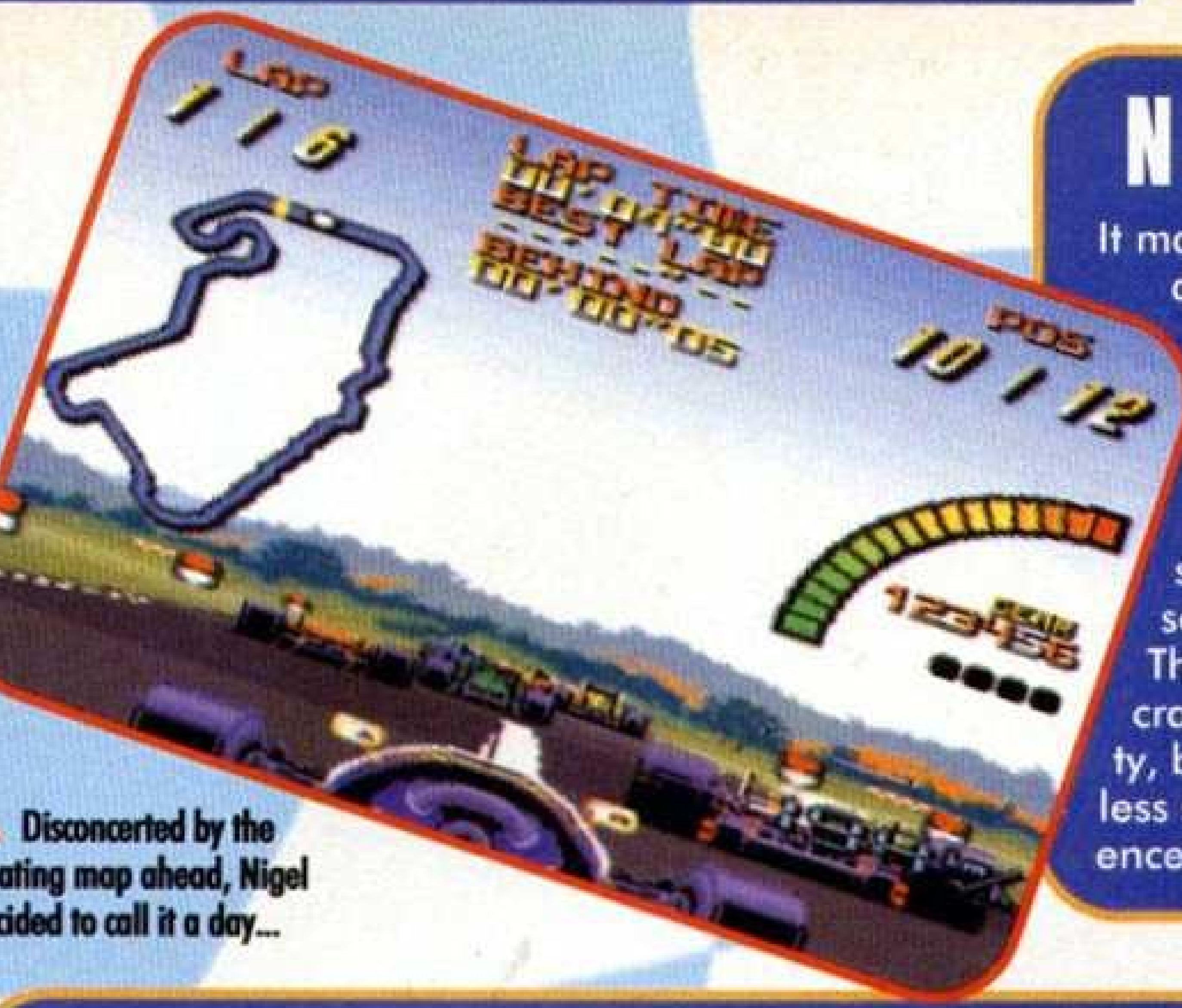
GOTCHA PENELOPE!

Pitstops are necessary for only one reason: tyres changes. Tyres wear down at a phenomenal rate, shown as a decreasing set of black dots on the right hand of the screen. Timing your pitstops is important, as taking one early may allow you to seize the lead later. Avoiding the pits might be costly, as worn tyres mean automatic retirement

COMMENT

JAZ

Playing similarly to the Super Monaco GP arcade game, Nigel Mansell features top-notch graphics, ultra-smooth 3D effects, stomach-churning hills, big car sprites, excellent sound, brilliant controls, great playability and some wonderful presentation. However, there is one seriously major flaw: the difficulty level. I started playing a full season on the hardest of the two difficulty settings and came second in my first two races, then went on to win nearly all the rest, clinching the world championship in one sitting. And that was it - end of game. There is no way to make the game any harder, and I certainly didn't feel any inclination to go and play it again. Had there been more difficulty settings to make it truly challenging, Nigel Mansell would have easily been one of the best racing games available. As it stands, racing fans are best advised to pass this one and head straight for Exhaust Heat II.



▲ Disconcerted by the floating map ahead, Nigel decided to call it a day...

NO BANGS

It may have something to do with the Mansell/Williams license, but crashing your car is an impossibility. When roadside objects are struck, the car loses some speed, not all. This may displease the crash and burn fraternity, but makes the game a less stop and go experience.

MAIN COURSES

Selected from the sixteen raceways, here is the pick of the tracks, with a guide to their main features:

BRAZIL — INTERLAGOS

The start/finish is on a rise, which means a sharp descent in the opening section. This is generally a hilly course, a fact which should affect the way you approach the sharper corners.

MONACO — MONACO

Most picturesque, and arguably most famous F1 course. The most distinguishing feature must be the long tunnel area, which is followed by a seaside drive. A challenging, interesting track.

FRANCE — MAGNY COURS

The most strikingly-shaped track, and a speeder's paradise. Four massive straights allow you to really let rip with the high gears. Before getting carried away, realise that two of the corners are very pointy.

BRITAIN — SILVERSTONE

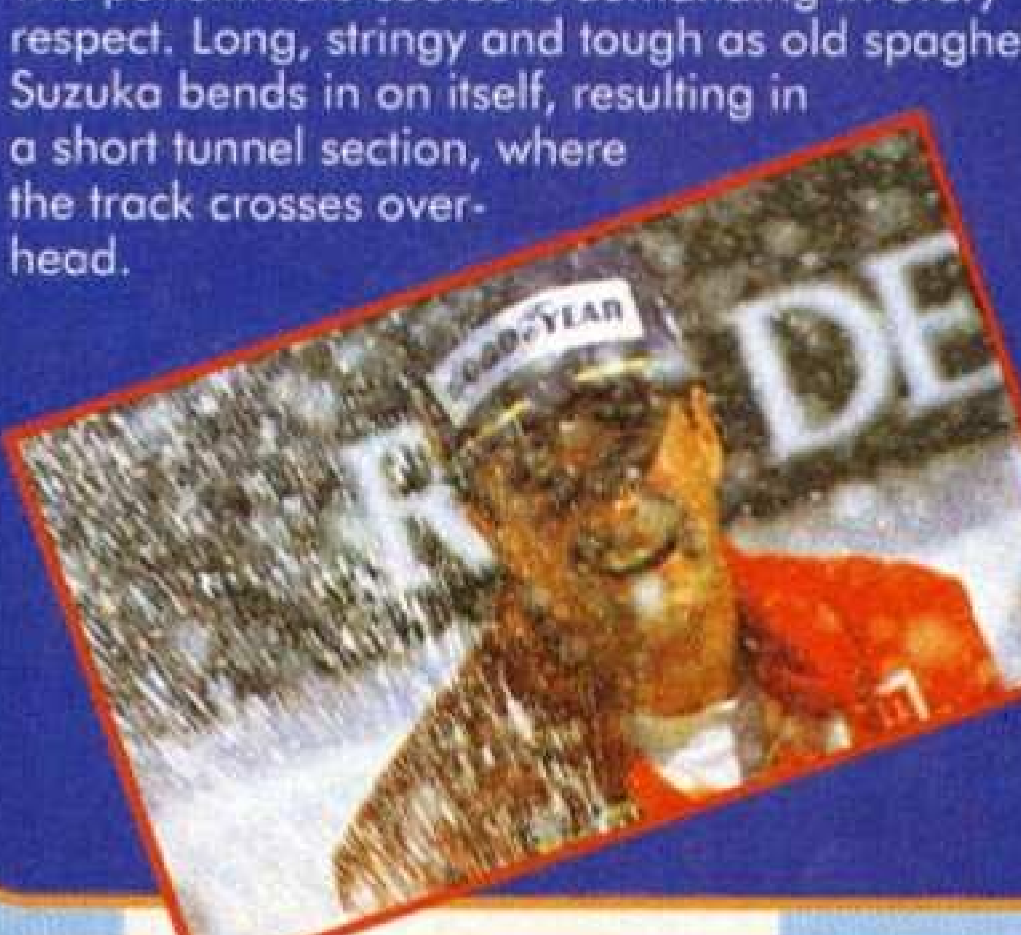
To be frank, Britain's GP contender is pretty bland, though not completely tame. The only adrenalising moment comes with the massive loop situated in the last yards of the circuit.

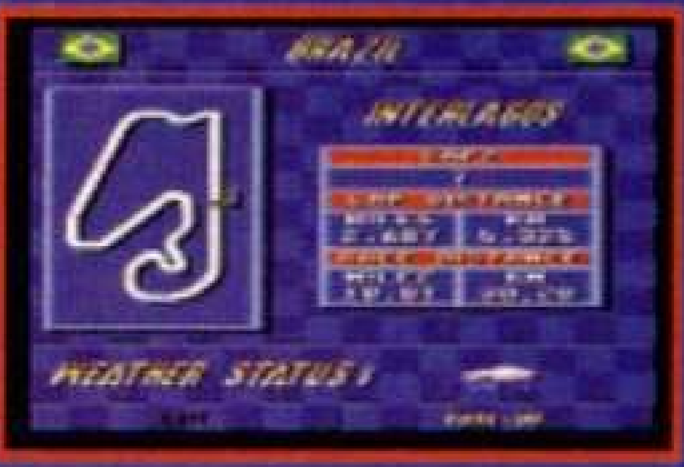
PORTUGAL — ESTORIL

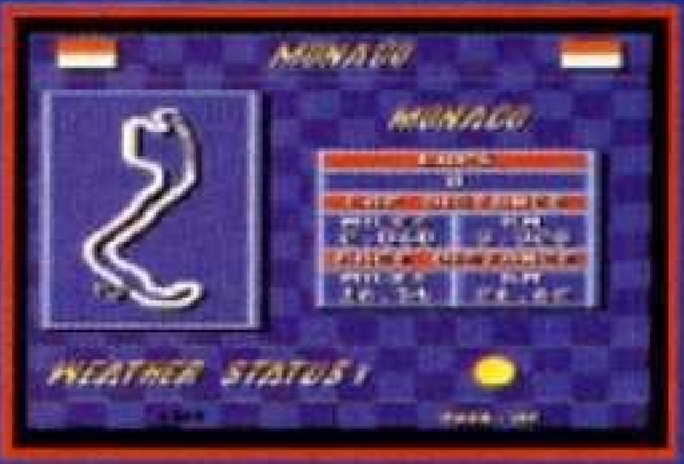
A personal favourite, due to its idiosyncratic shape. Who designed the massive horn-shaped section, and had the idea of a humongous home straight, the only speedy section of the circuit?

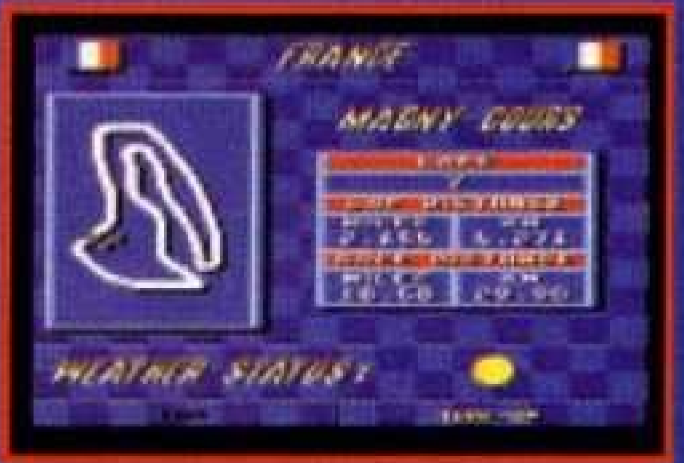
JAPAN — SUZUKA

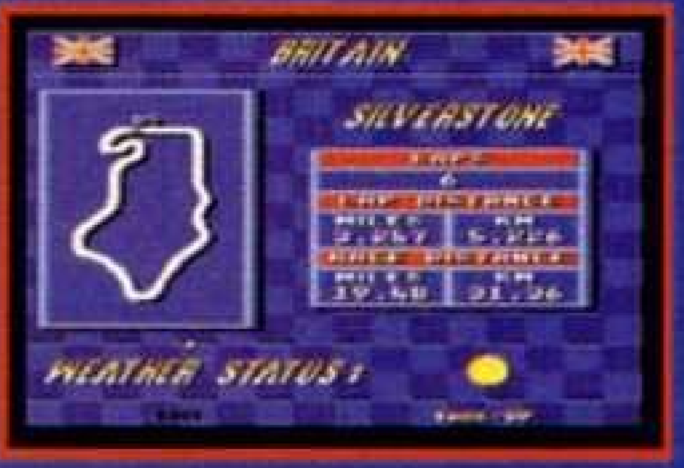
The penultimate course is demanding in every respect. Long, stringy and tough as old spaghetti. Suzuka bends in on itself, resulting in a short tunnel section, where the track crosses overhead.

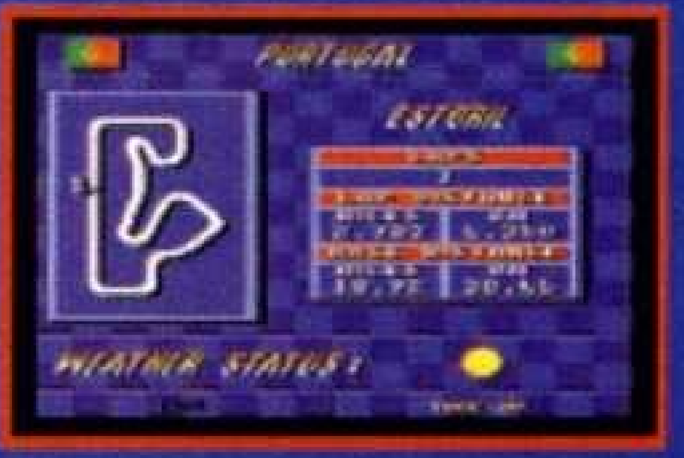


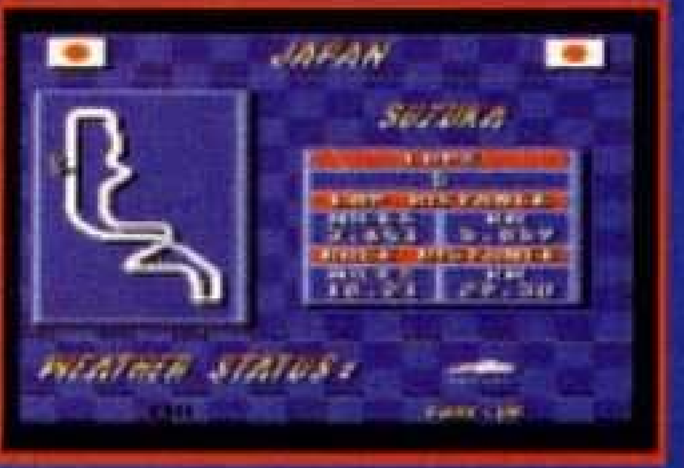












RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	□	□
ACTION	■	■	■	□
CHALLENGE	■	■	□	□
REFLEXES	■	■	■	■
ORIGINALITY	■	□	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	□
MONTH	■	■	□	□
YEAR	■	□	□	□

PRESENTATION 91

▲ Lots of options, and hey, check that neatly rotating globe.
▼ No two-player options. No on-going seasons.

GRAPHICS 87

▲ A novel approach to Super NES racing games, using a wide-view track with large, convincing sprites giving a good sensation of movement. It looks well speedy.
▼ Not *that* much variety between courses, though.

SOUND 75

▲ Some pretty music, and the engine effects are fine.
▼ Sound is not really afforded much importance in the game.

PLAYABILITY 92

▲ Mansell's has a great racing feel, created by the convincing visuals and control.
▼ The arcade mode is too easy, and the more drivers would have been nice.

LASTABILITY 83

▲ The sheer enjoyment of playing makes you come back for spins regularly.
▼ Hardened race drivers are bound to wonder if Senna is such a pushover in real life.

OVERALL 87

Nigel Mansell's does it very well, and is shockingly good in the short term. The relative easiness takes its toll on lasting interest, however.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** MICROPROSE
- **PRICE:** TBA
- **RELEASE:** JUNE
- **GAME TYPE:** SHOOTER
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:**
1
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Easy/Medium
- **CONTINUES:**
Password
- **RESPONSIVENESS:**
Good
- **1ST DAY SCORE:**
Complete Libyan mission
- **GAME ORIGIN:**
Aerial shooter based with gameplay similar to the Metal Hawk coin-op.

CONTROLS

- **HOW TO PLAY:**
Bomb enemy targets and deal with airborne defenders. The game is set over five theatres, with multiple missions.

A	FIRE 30mm CANNON
B	FIRE MISSILE
X	THROTTLE UP
Y	THROTTLE DOWN
L/R	L: CHAFF R: FLARES
S	START: STARTS/PAUSE/MAP SELECT: PAUSE/MAP

SUPER STRIKE

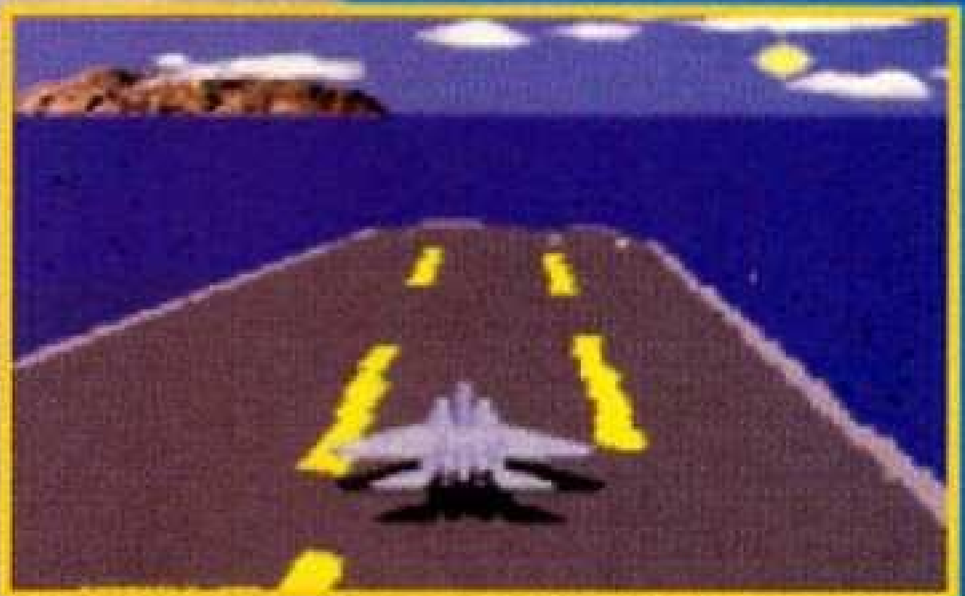
Precision bombing is a word with which we are all now well acquainted. During the 'Gulf War' (remember the Saddam roadshow?), we learned how US pilots could guide their missiles up the exhaust pipe of an Austin Metro, using the latest technology (probably some sort of Super FX chip).

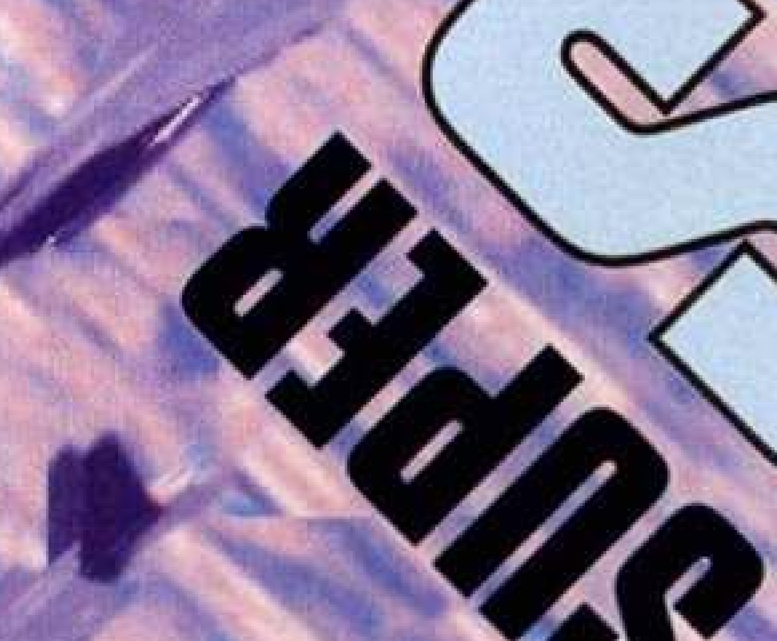
However it ,er, sometimes transpired that the Metro in question was parked in the garage of a block of civilian flats, and not in the car park of Evil Dictators Inc. But war is war, and you can't realistically, expect to achieve world peace without a few 'mishaps'.

So much praise was vaunted on the versatile F15 and its pilots. The range of its combat uses is exploited in this arcade-orientated game, with both dogfights and long-range bombing sorties. Someone obviously thought "Gee, I'm sure the kids would love to bomb the enemies of the Republic on their video game thingies." So stand by for this scaling-spritey-bomb-a-thon. Deluxe!

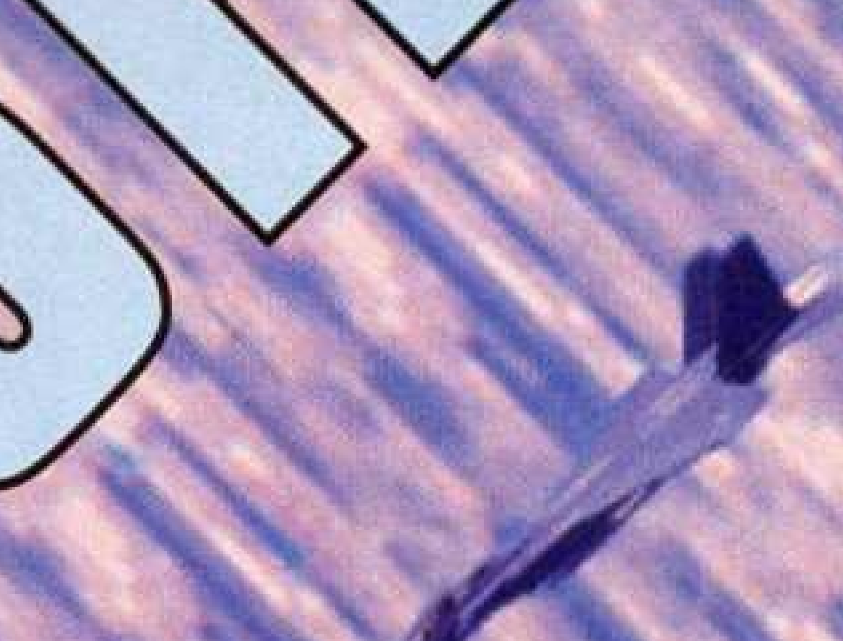
MISSIONARY POSITIONS

Each theatre, the Libyan scenario for example, has more than one mission. Each mission consists of a certain number of strategic targets considered important. As well as these, there are other sites that may be bombed, from a tactical viewpoint, because they hinder your mission objectives. These may be SAM missile sites, airfields, or communications centres monitoring your movements. You may choose to ignore any of these, but the result is more missiles launched at you, and more planes scrambled to intercept you.



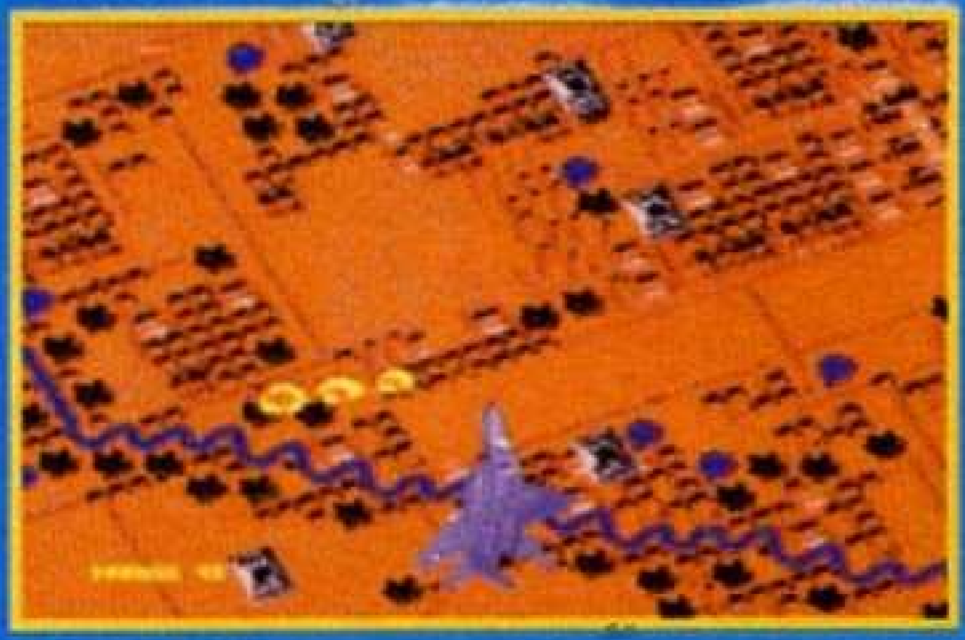


▲ Two cursors having a fight. Or something.

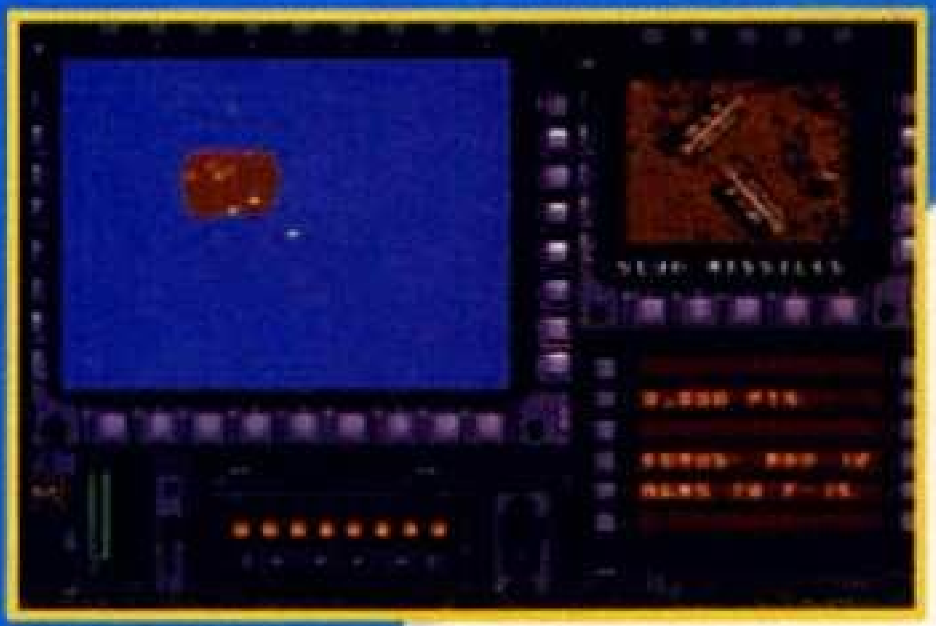


▲ Sun journalists try to spot Di in her bikini.

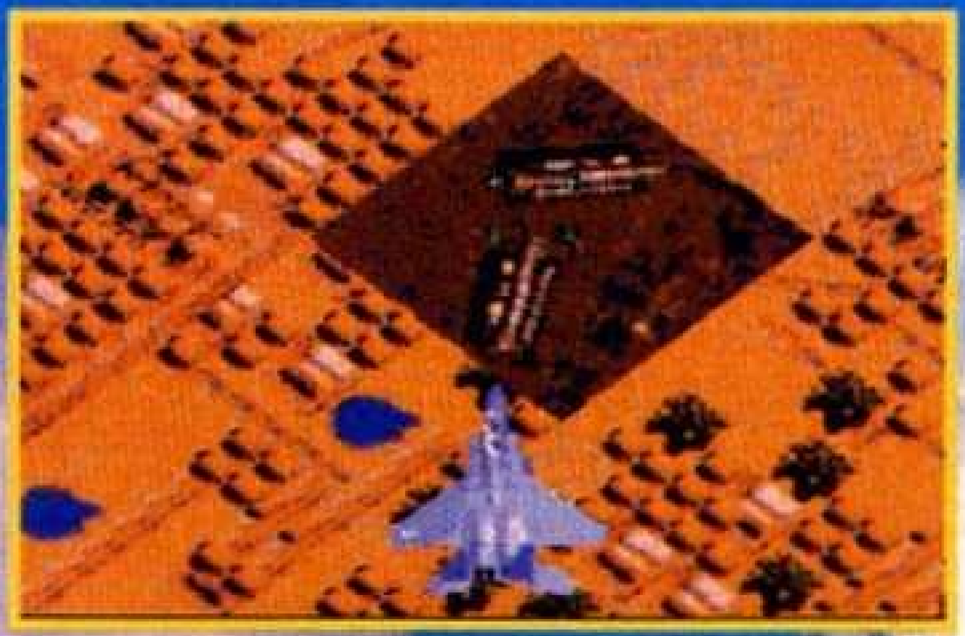
EAGLE



Oh look. You can see our house! Coooeee, Mum!



Here's the plan: fly over Fantasy Island and kill Tattoo...



'Crackle... preparing to strafe Farmer Giles' field. Over. Skeeeee... Eeek, the tractors are fighting back...'

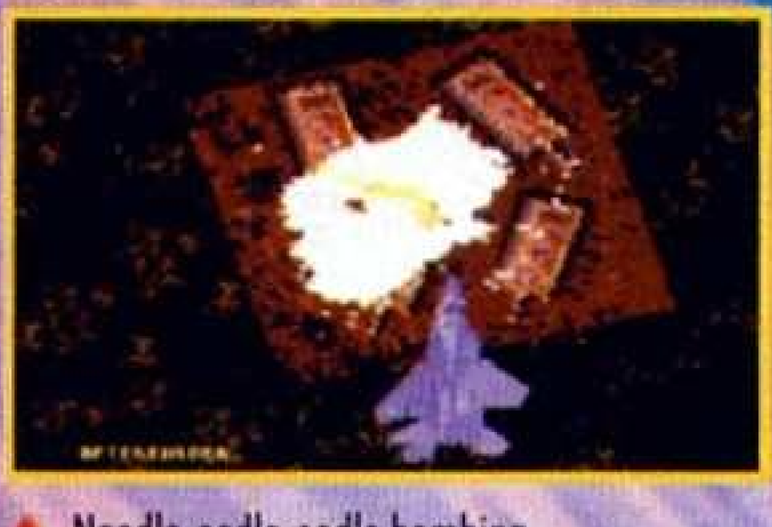
TEASING STRIPS

It's inevitable that you won't finish a mission in one go, so your command has arranged refuelling and re-arming stocks at friendly bases. These are either seaborne carriers, or landing fields. Yet another scaling viewpoint is used for these sequences. Landing soon becomes a routine manoeuvre, on land at least, but there is always the slight peril involved of landing before the arrester hooks on the carrier. Overshooting them makes a hell of a mess of the deck.

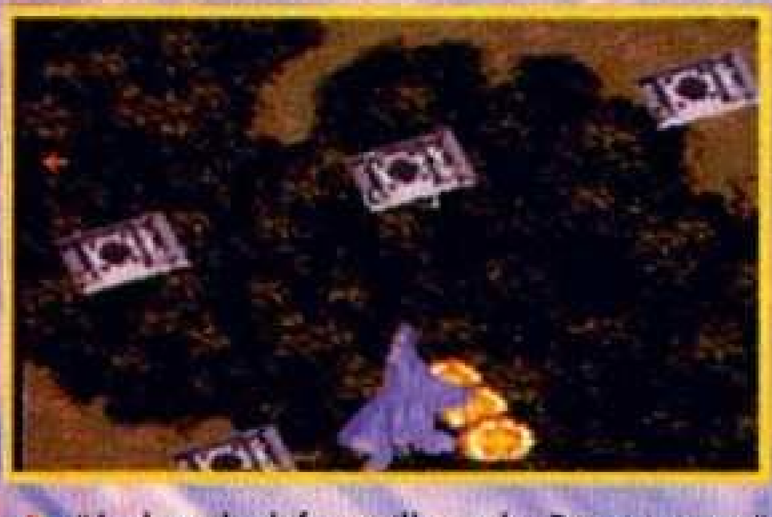
COMMENT

ROB

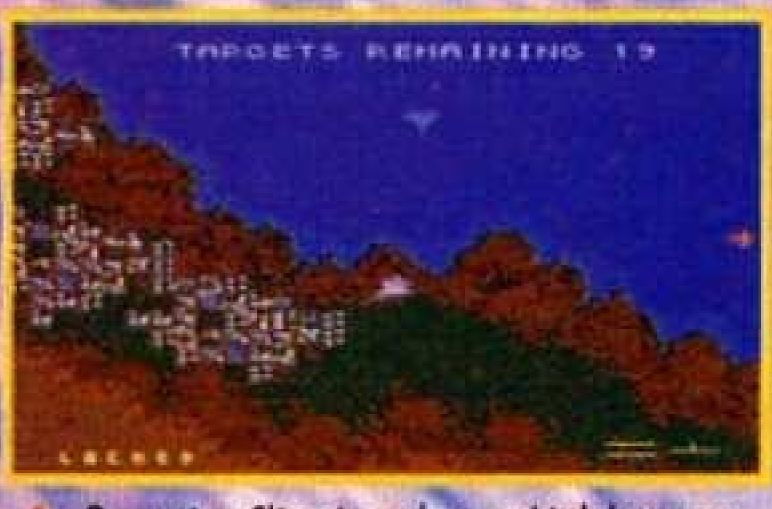
I don't know whether this game wants to be a shoot 'em up, a flight sim - or both! It really is a mixed bag, incorporating a lot of strategy and some plain gung-ho action. It seems, though, that in combining styles, F15 fails to do either justice. Much of the action is pretty boring, especially dog-fighting where the screen is dominated by bland blues and browns and the airborne mayhem fails to inspire any real excitement. I also found the control method irritatingly awkward at times, particularly on bombing raids where the whole thing can get strangely confusing. The element of stategy involved in this game gives it a more brain-taxing dimension, but I'm not much of a fan of 'realistic' sims and so this dimension of the game failed to appeal. As Gus says, this isn't a game that will excite everyones' tastes, and it didn't ignite my enthusiasm, but for those who go for the more realistic edge, this might just light your woolly jumper!



▲ Noodle-oodle-oodle bombing...



▲ "And on the left, you'll see the Panzer team."



▲ Operation Climping: destroy Littlehampton.

THREE TIMES TABLING

The action of F15 is portrayed in three separate formats, depending on where you are, and what you doing:

BOMB VIEW

When you cross over a target site, the view is altered entirely, giving you an overhead view of the plane and the ground. The background responds to changes in height by scaling bigger. From this position you bomb the main target with missiles or cannons.

PILOT'S VIEW

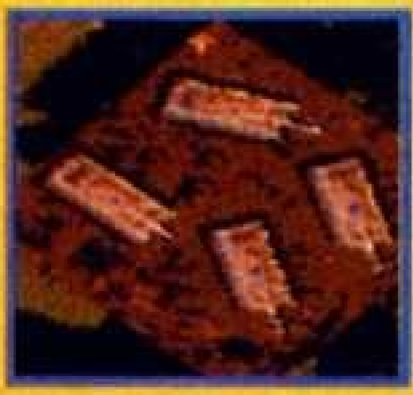
This view appears if you come in the general proximity of another aircraft. The view is a basic horizon of blue (sky) and grey (low cloud). Enemy aircraft are highlighted by your HUD with a green box, and there is an automatic targeting computer for your missiles. You need to keep a plane in range for about three seconds. This view only changes when the plane is shot down, or flies out of range.

MAP

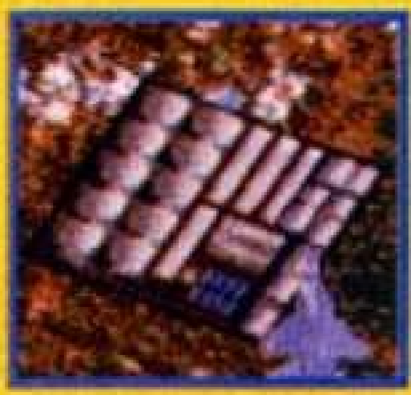
Shown before take-off and non-engagement periods. There are two scales of map. The largest scale shows the entire theatre area, and stats concerning your craft's status. It also shows all targets and sites. Only red targets are essential to your mission's success. The small-scale map shows the targets in more distinguishable detail, and importantly, gives warnings of interceptor aircraft.

SLEEPING SATELLITE

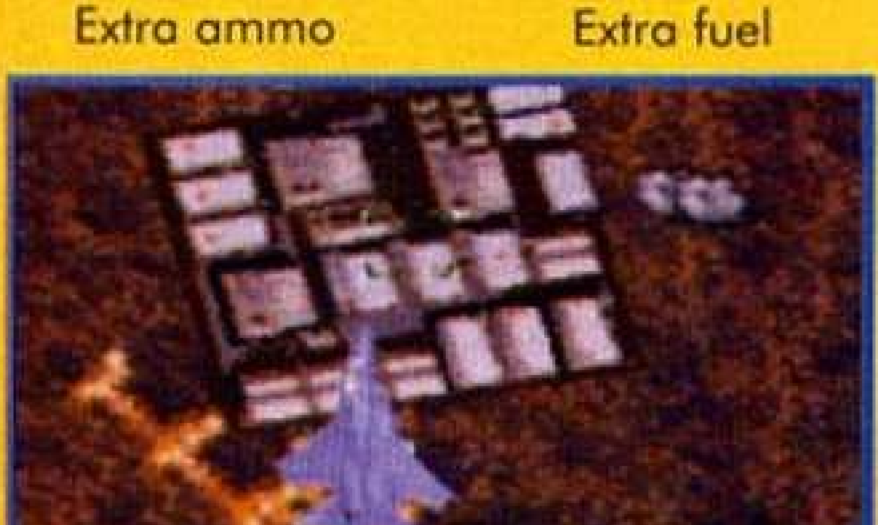
Here's some close up views of potential targets, and the bonuses they award you.



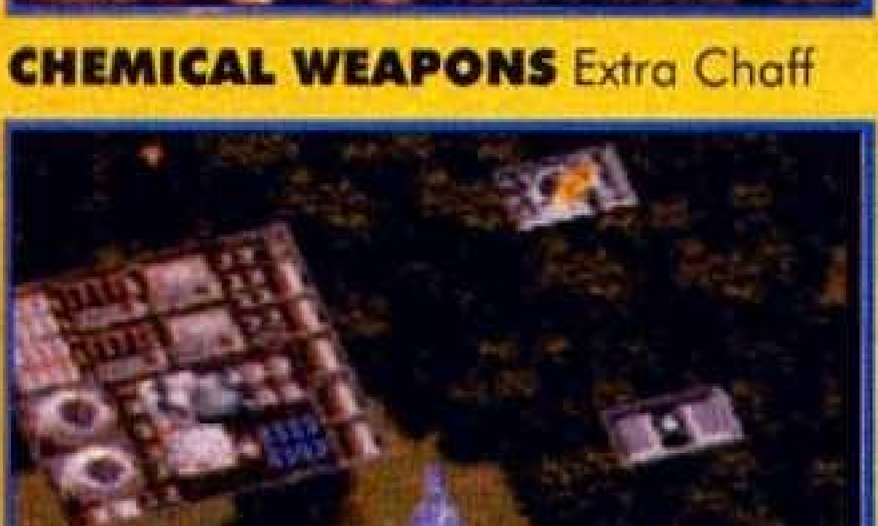
TANKS Extra ammo



OIL REFINERY Extra fuel



CHEMICAL WEAPONS Extra Chaff



NUCLEAR PLANT Radiation sickness

COMMENT

GUS

It would be easy to have a general aversion to F15: it looks a bit rough in places, and the first mission is a pretty basic affair. Most of all it reminds me of an old coin-op called Metal Hawk, whichused fast sprite-scaling to good effect, and was smoother and faster than the graphics presented here. But after much playing, I began to see the up-side to F15. It allows tactics to play a part, rather like Desert Strike. You choose the mission order depending on what you think is the greater priority: quick strike on the targets, or take out the defences first. And although the scaling is blocky close up, it creates an impressive effect overall. I should stress this isn't a serious sim at all, it's almost all arcade action. The combination of annoying gameplay features (air combat is a major bore), and the lack of depth won't fire a lot of people's enthusiasm, but I think it's rather good fun, actually.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	□	□	□
ACTION	■	■	□	□
CHALLENGE	■	■	□	□
REFLEXES	■	■	□	□
ORIGINALITY	■	■	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	□
MONTH	■	■	□	□
YEAR	■	□	□	□

PRESENTATION 83

▲ A useful password feature prevents you from constantly repeating missions. Maps and stats are clearly displayed.

▼ The lack of game options is one pointer to the shallow nature of the game.

GRAPHICS 79

▲ Impressive sprite scaling, with a massive magnification range. Good landing sequences.

▼ t's all a bit blocky, and the graphics of the dogfight scene are, frankly, abysmal.

SOUND 80

▲ Excellent FX and sound samples are the most atmospheric aspects of the game. A smooth computer voice tells you when it's bedtime for Bozo.

▼ Not much in the way of good music.

PLAYABILITY 83

▲ Simple engaging fun, and the necessity of being constantly alert. The bombing sequences are by far the best.

▼ The variety in action is pretty minimal.

LASTABILITY 76

▲ The difficulty curve is well balanced, offering longer missions, with less chance to refuel.
▼ There are no new features or surprises (except night raids) in later theatres.

OVERALL 78

Not a major game by any means, but those who are attracted to a spot of blasting action may reckon it a good buy.

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REVIEW

SUPER NINTENDO

ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** THQ
- **PRICE:** £39.95
- **RELEASE:** JULY
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:**
1
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Easy
- **CONTINUES:**
2
- **RESPONSIVENESS:**
Poor
- **1ST DAY SCORE:**
18900
- **GAME ORIGIN:**
Based upon a cartoon series of the same name.

CONTROLS

- **HOW TO PLAY:**
Jump and bark the family dog around the hazard laden environment - sounds familiar, eh?

A JUMP

B JUMP

X NO FUNCTION

Y BARK

L/R L: NO FUNCTION
R: NO FUNCTION

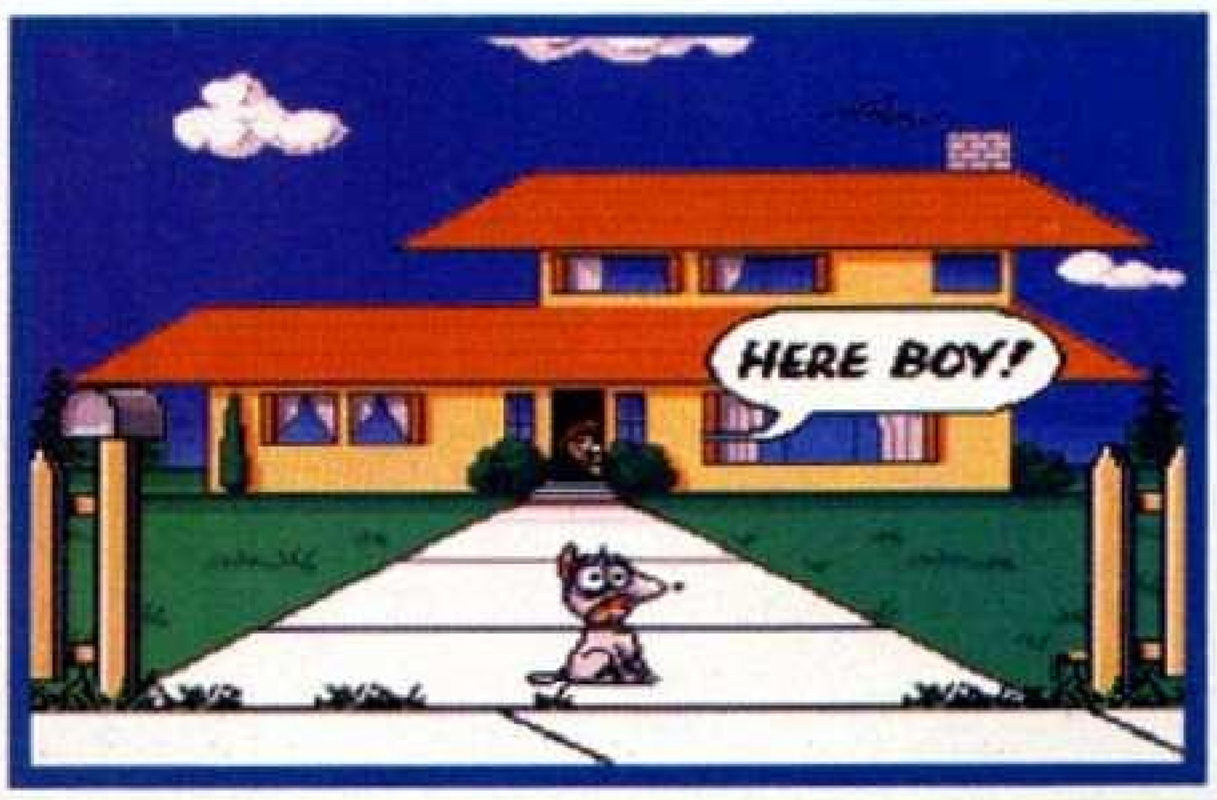
S START: STARTS/PAUSES
SELECT: NO FUNCTION

FAMILY dog

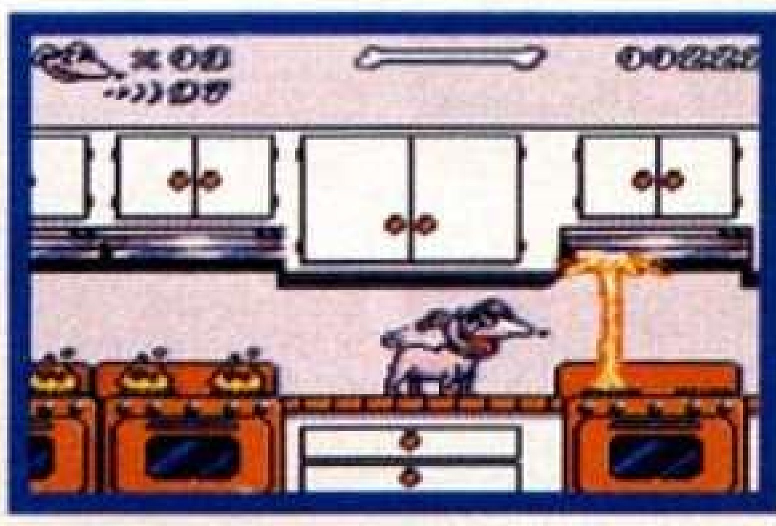
Dogs have a hard time of it - if they're not biding their time sprawling on the dog shelf (Rochdale slang for floor), they're breathing dog breath and being hounded for it. The Family Dog of this scraggy tale fits this description very well. His waking hours are dogged by a young whelp named Billy. Young Billy has yet to learn that 'play dead' is a command for a trick and not an excuse to go charging after your pet with an offensive weapon!

In THQ's latest game the action begins on a typical day. Everything is going fine until Billy locates his frisbee. Billy makes the unwise choice of chucking it around his mother's kitchen! Alas, Billy mistakes one of his mother's best china plates for his rather more robust play-thing. Of course the cursed object smashes all over the floor, Billy is thrown out and the family dog is banished to the city kennels!

The game now follows a variation of the 'Escape From Colditz' theme as family dog attempts to escape his foul captors. Will you be good enough to 'lead' him home?



▲ Yes indeed. There boy!

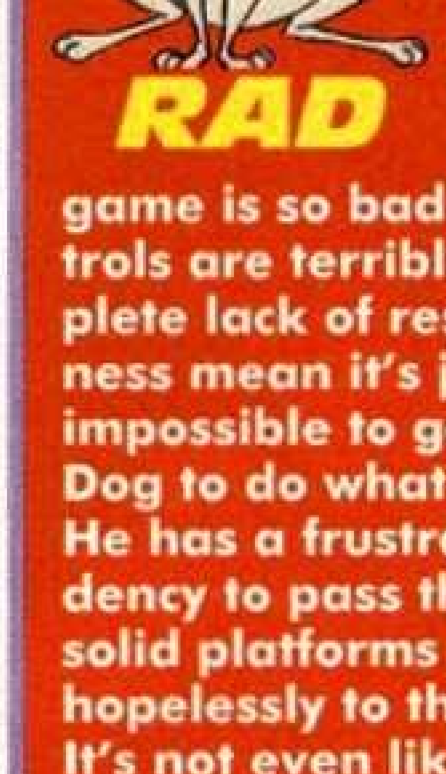


▲ I didn't know they could stack it that high!

DOG BREATH

The game's star obviously delights in sticking his muzzle into the most unacceptable of places, because his breath is enough to destroy any living object within a 100 yard radius! The most obvious reason for his foul breath aside the most probable culprit, though, is the circular dog biscuit that he discovers discarded about the levels. Each of these provides him with enough bad breath for five, foul-smelling barks.

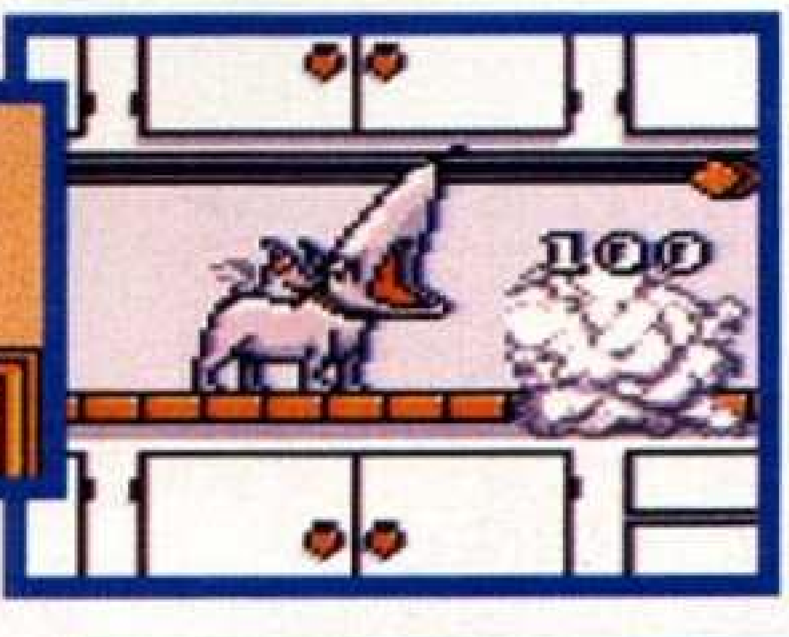
MMENT

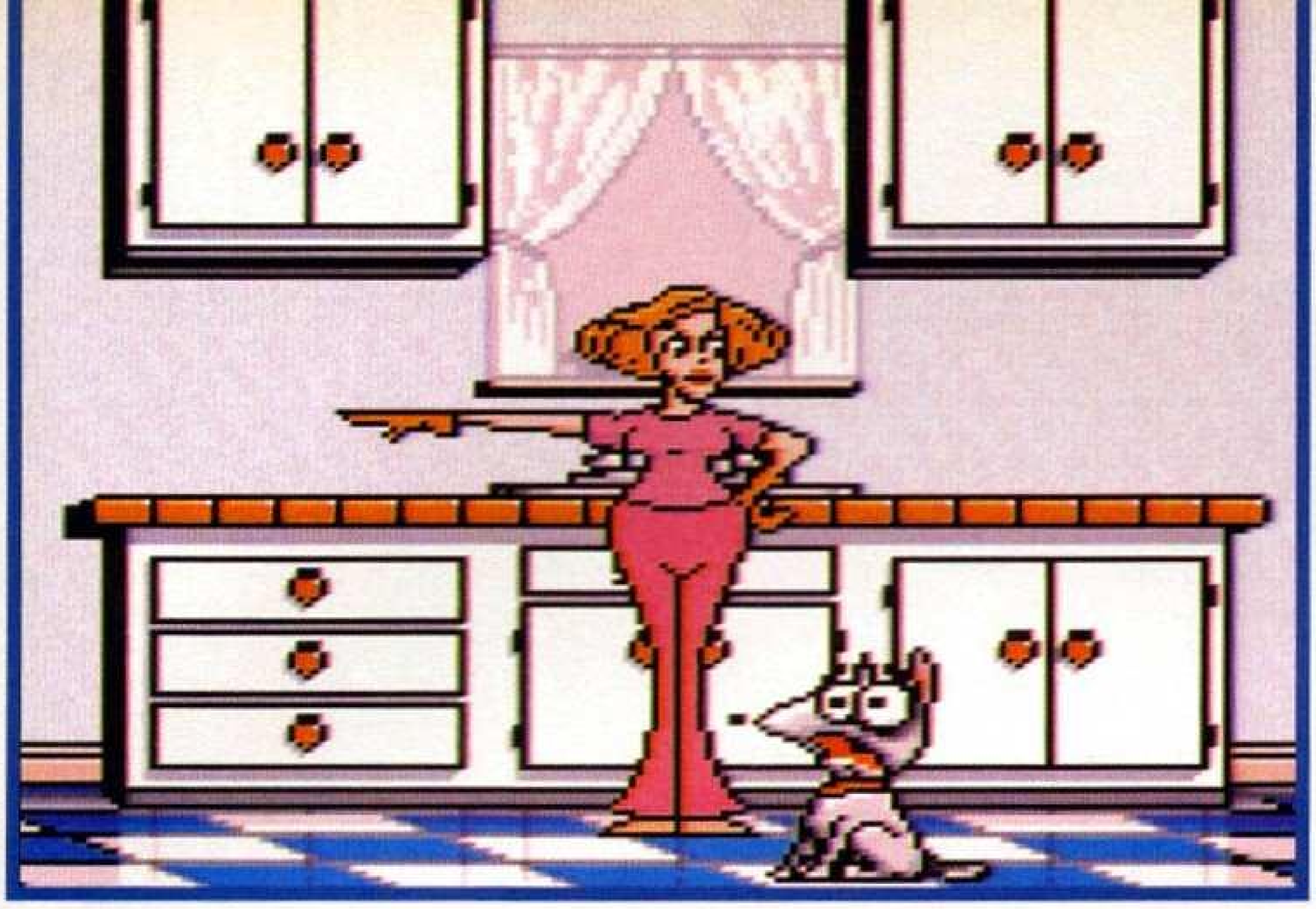


RAD

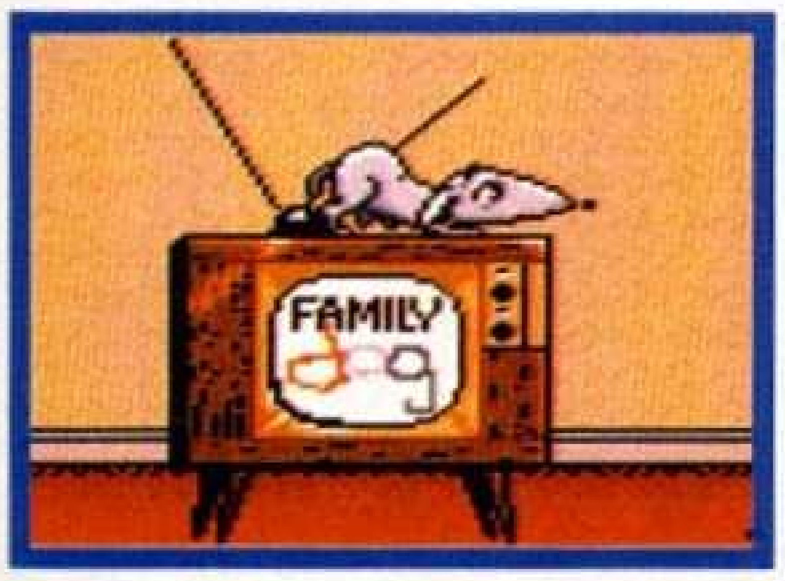
Family Dog actually does look like a great character, it's just a shame that everything else about the game is so bad. The controls are terrible, the complete lack of responsiveness mean it's just about impossible to get Family Dog to do what you want. He has a frustrating tendency to pass through solid platforms and fall hopelessly to the ground. It's not even like these things ruin the game, because there was hardly anything to ruin in the first place, the levels are dotted with the occassional platform and an enemy every three or four screens, so it's not exactly a packed-to-bursting title. Family Dog really could have been a contender, but as it stands it's just a dismal load of old chewed up pants.

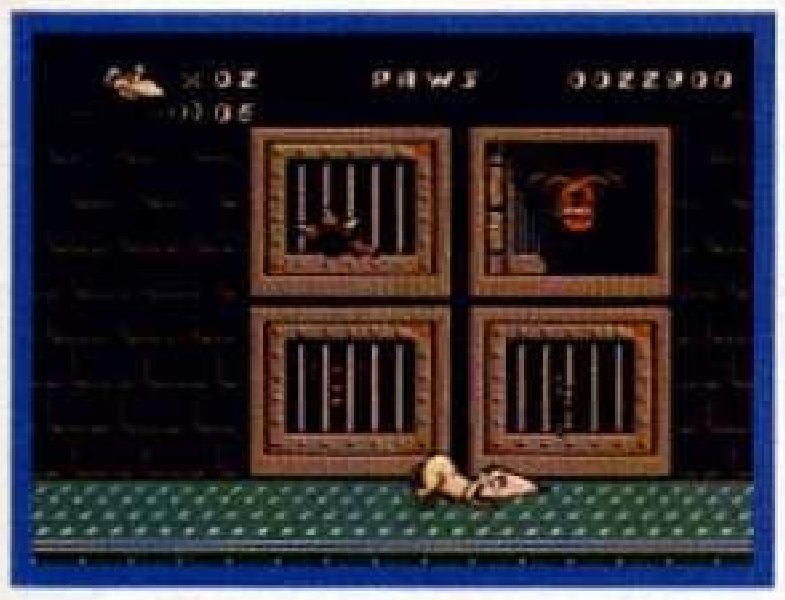
RAD





▲ Time for your operation young hound!





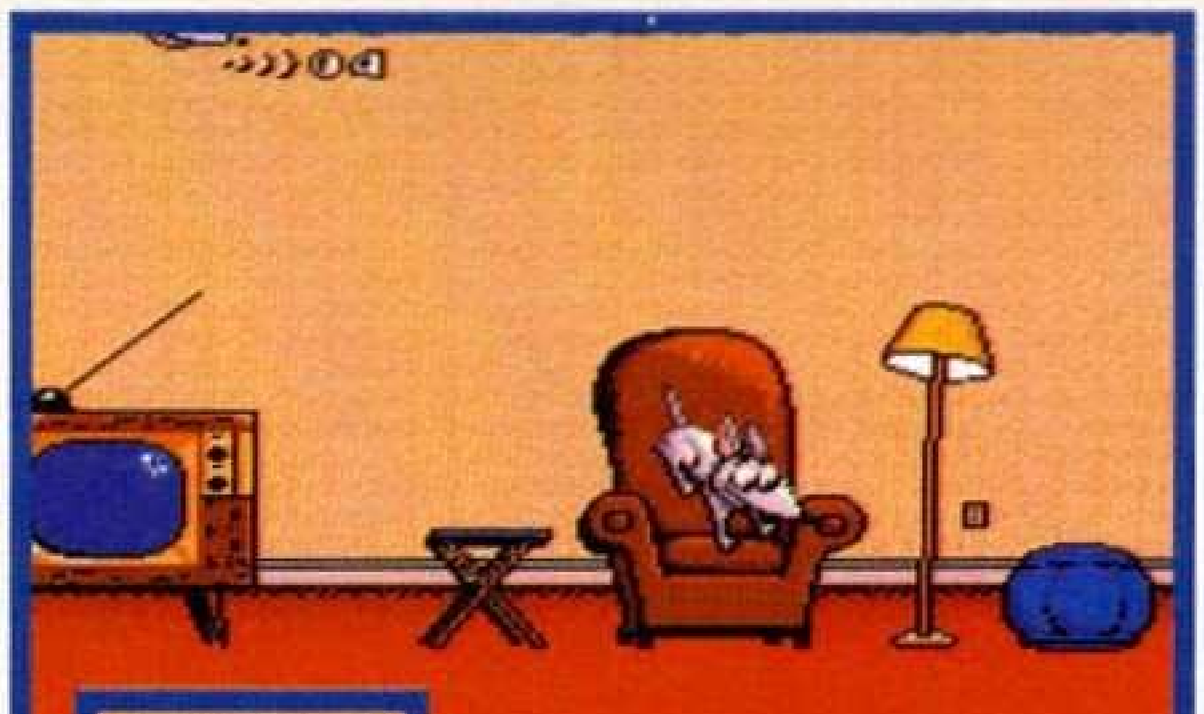
COMMENT

PAUL

I've read about Family Dog, the cartoon, with interest, but am dismayed to be introduced to a potentially interesting chap in such a dreadful fashion. He's a great character but the failure of this hound to respond to commands means that it's a rather frustrating game to play. Whilst most of the game involves the dog jumping from platform to platform, his inability to land on many of them puts the fun factor on a restrictive leash. Evidently, the game is geared towards humour, with some freaky characterisation of a mad dog. Yet its grimaces and tired eyes that greet the slow-paced action instead of smiles and undivided attention. There are some nice touches present courtesy of the amusing character animation and surprise bonuses are obtained by unexpected means, but overall the gameplay is riddled with fleas and doesn't come up to scratch.

SECRET SERVICE

Although most objects are apparent, there are a few surprises in store for Family Dog should he choose to explore his surroundings further. Sitting on the TV sets, for example, rewards the dog with a preview of his own show and a couple of bones for good measure. The flag poles which decorate the kennels are useful as springs and catapult him towards extra bonuses, too. What's more, releasing caged birds inside the kennels is the only way to escape as they act as secret agents which aid FD's cause.



RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	☐	☐	☐
ACTION	■	■	☐	☐
CHALLENGE	■	■	☐	☐
REFLEXES	■	■	☐	☐
ORIGINALITY	■	☐	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	☐	☐	☐
MONTH	■	☐	☐	☐
YEAR	■	☐	☐	☐

PRESENTATION 78

▲ The cartoon-style sequences pad the game out well.

▼ No option screen for altering the difficulty settings.

GRAPHICS 73

▲ Stylish cartoon images. The main character provides the laughs with his amusing traits and the varied scenes create a wacky atmosphere.

▼ The majority of the sprites are very small and there aren't that many of them.

SOUND 71

▲ The sound effects are a mix of amusing 'twangs' and 'pings' in true comic fashion. The music compliments the action.

▼ The tunes aren't exactly gripping and certainly not of the best example of the machine's

PLAYABILITY 43

▼ The hero is hard to control and this detracts from the fun a great deal. A platform hero should at least be willing to land on platform-like features! The forest level amounts to simple trial and error!

LASTABILITY 37

▼It's very easy when the gameplay is fair, and far too frustrating when it's not.

OVERALL 42

Despite the potentially smart licensing potential, Family Dog does nothing to endear the player to the character. Tired and listless platform action which has been done better countless times before.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** IMAGINEER
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** STRATEGY
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:**
1
- **CONTROL:**
Joypad, Mouse
- **GAME DIFFICULTY:**
Medium
- **CONTINUES:**
Password
- **RESPONSIVENESS:**
Poor
- **1ST DAY SCORE:**
Conquer ten lands
- **GAME ORIGIN:**
Powermonger is an extension of the Populous theme.

CONTROLS

- **HOW TO PLAY:**
Take lords through each of 195 playfields. Taking control of every aspect of their battle duties.

A SELECT ICON

B CHANGE WINDOW

X ICON WINDOW

Y CHOOSE WINDOW

L/R L: ROTATE LEFT 90
R: ROTATE RIGHT 90

S START: PAUSES
SELECT: NO FUNCTION

There are certain requirements to attain the soubriquet of Powermonger. 1. have a large castle with custom-built dungeon. 2. Have bishops, vassals, maidens and serfs who call you "My lord". 3. Host banquets where you eat lots of chicken drumsticks, drink from goblets, clap your hands together and say "more wine'. Oh, and 4. Raise massive armies and march across all the neighbouring lands.

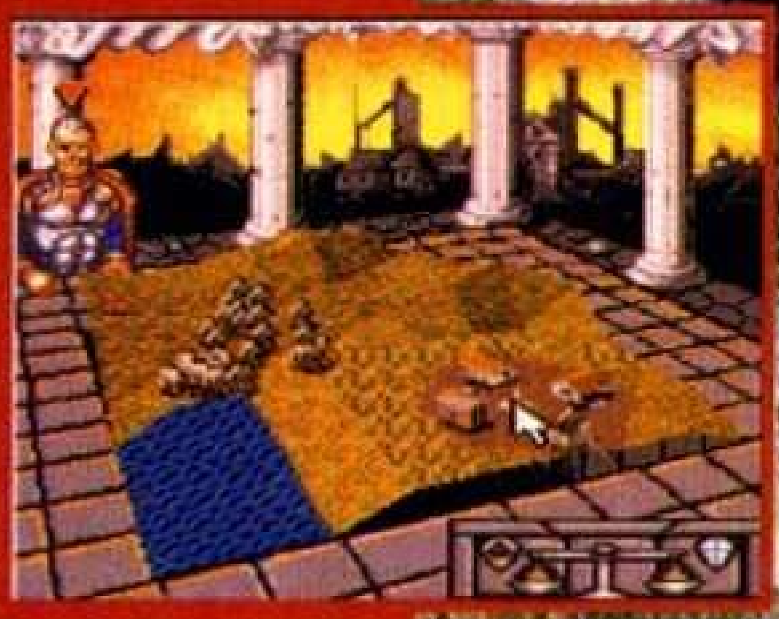
In Powermonger, there's lots of 4, a bit of 2, but no time for 1 or 3. As aspirant Powermonger you start without lands or army - it's your job to attract both by using strong arm tactics on the local villages. As you grow in strength, you are able to demand more and ask less as you tromp across 195 lands, pillaging, spying, inventing and allying for complete continental control.

WINDOW ON THE WORLD

Powermonger is effectively played through the interaction of four windows, each displaying and controlling the different functions of the game. Only one may be in use at a time:

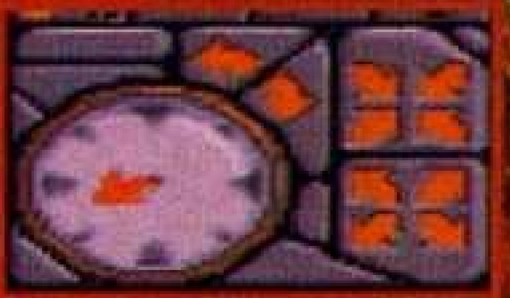
MAIN WINDOW

Where the action actually happens. The main window shows an isometric landscape, with all the inhabitants wandering around. Above the table are your lords, the present one denoted by an arrow. This is where battles, seasons, building and foraging take place.



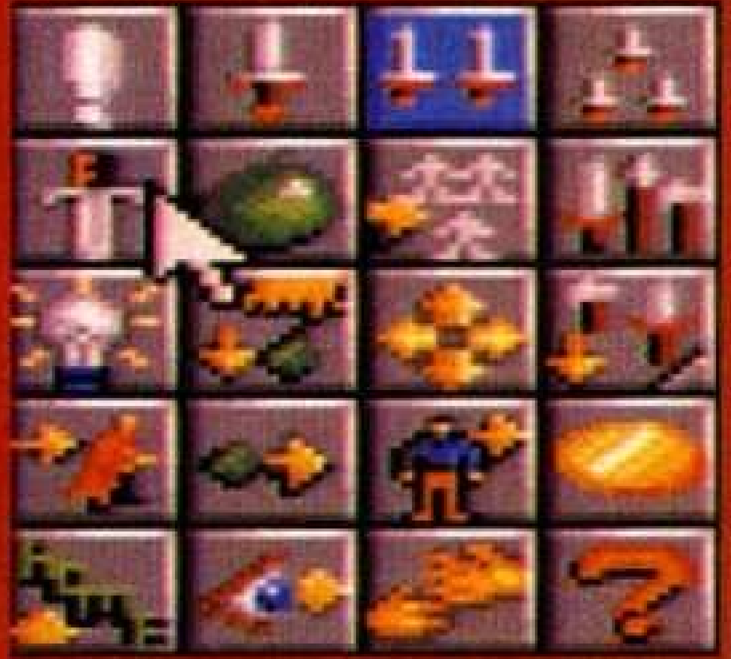
CONTROL WINDOW

This shows a compass, which reminds you which direction is North (useful after the map has been rotated). Also here are some icons to help you manipulate the screen - expand or shrink the area of the main window, to see greater detail or greater area.



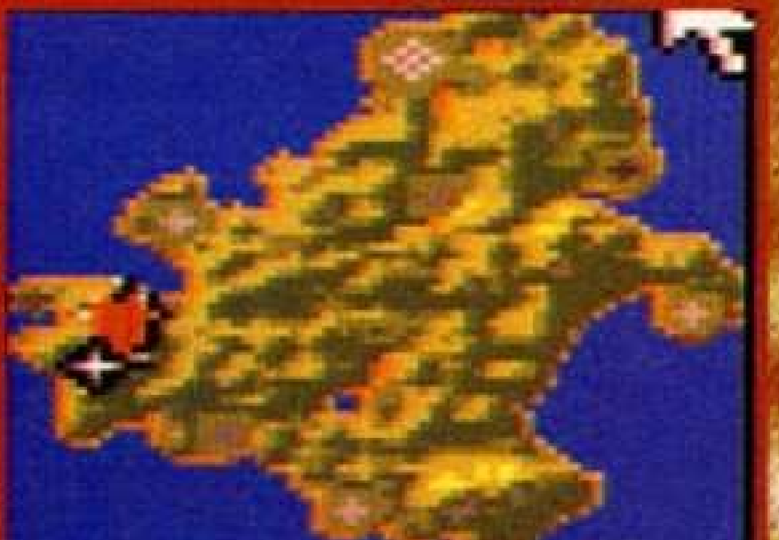
ICON WINDOW

All the whims of a budding conqueror are offered here. Decisions like going to battle, or enlisting men should first be selected here, then the precise location should be chosen on the main window.



OVERALL MAP

Your chart area, showing the whole of the particular landscape. This allows you to locate your captains, snap to a location quickly and find out where the next target town is.



▲ As the villagers met on the cricket green, it was duly decided that the Vicar was right.

COMMENT

GUS

Powermonger is a complex and well executed strategy game, using an interesting isometric viewpoint. The range of action, and the option to alter the zeal with which you pursue them make it appealing to the small fraternity bored with standard Super NES fare. There's no question that 195 worlds is a mountainous challenge, but, for me, Powermonger lacks something. It plays slowly, and is so intent to display the worlds realistically that the important information is sometimes obscured. It's moderately recommended, if only for the paucity of Super NES strategy games.

RODENTS

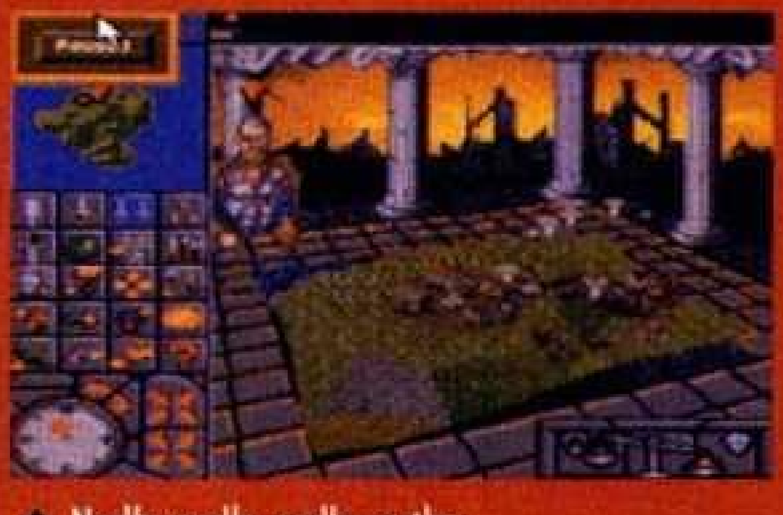
Powermonger supports the Super NES mouse, and certain of the movement icons cater for it.

▲ Powermonger's Subbuteo challenge begins.

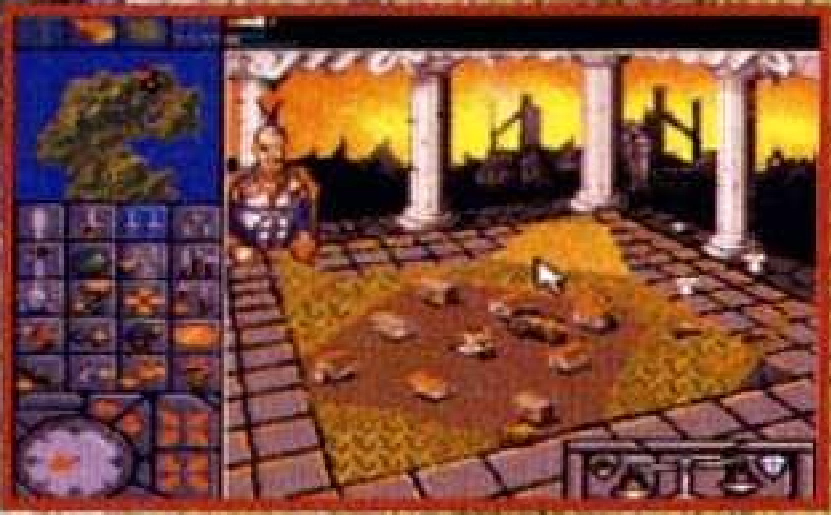
POWERMONGER

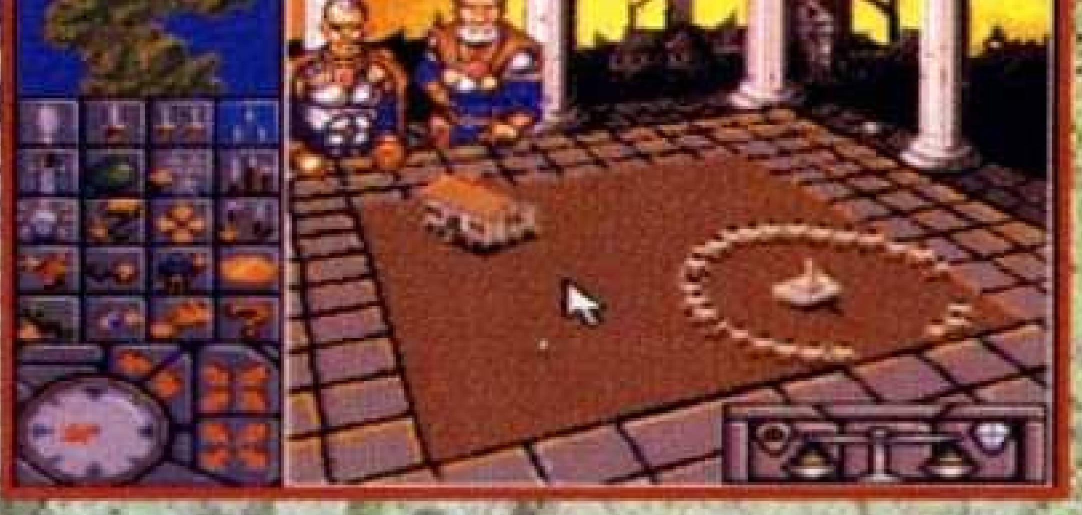
BATTLE ROYALE

Battles are a necessary occurrence if you are to conquer towns. When you enter a town not under your control, a fight ensues. If your forces are superior you win. Just how much carnage is caused depends on the 'posture' you have assumed. Once a town is conquered it is completely at your disposal.



▲ Nodle-oodle-oodle castles.





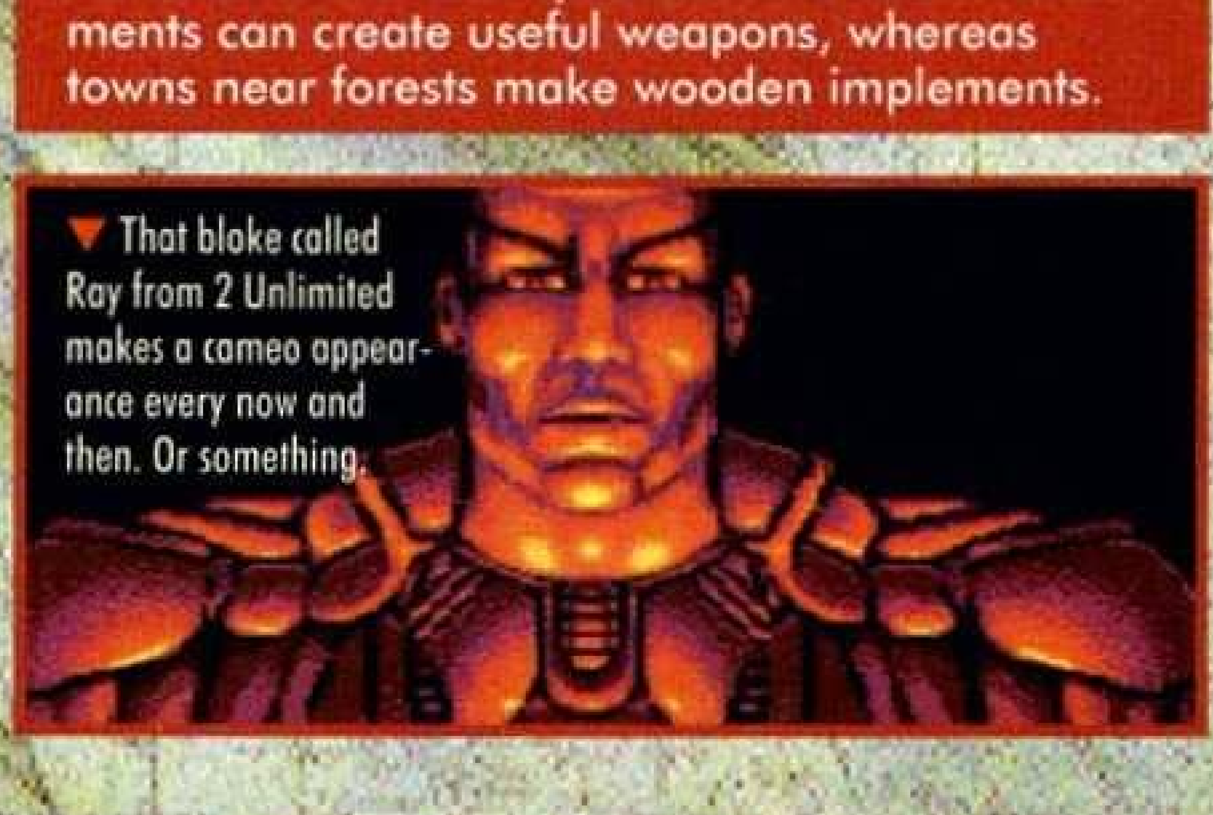
WORKSHOP

Improve your performance in battle by designing new weapons. First, a number of men must be sent out to collect materials, and devices will be made out of what they collect. Mountain settlements can create useful weapons, whereas towns near forests make wooden implements.

COMMENT

RAD

War games are usually as appealing as marching in the same socks for a few weeks. Powermonger isn't as bad as that, having lcomplex gameplay and masses of depth. 195 lands are going to take quite a few months to subdue, but probably only strategy fans are going to enjoy doing it. There's not a lot to see in terms of action, and like other Bullfrog games, you feel detached from the action. I also feel that the game develops into a routine after a few lands. OK, but not hot.



▼ That bloke called Ray from 2 Unlimited makes a cameo appearance every now and then. Or something.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	■
ACTION	■	□	□	□
CHALLENGE	■	■	■	■
REFLEXES	□	□	□	□
ORIGINALITY	■	■	■	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	□
DAY	■	■	■	□
WEEK	■	■	■	□
MONTH	■	■	□	□
YEAR	■	□	□	□

PRESENTATION 94

▲ There are comprehensive options to pick worlds and manipulate the game. Good arrangement of keys and icons. It supports the mouse.
▼ Why dim unused windows? It's a pain.

GRAPHICS 80

▲ Nifty isometric main window, with an image that rotates and scales.
▼ Icons don't represent their functions well enough. Eyestrain is possible from all that detail.

SOUND 62

▲ A brave attempt at natural sound effects, with birdsong, whistling gales and dying groans.
▼ There's no background music, so silences are frequent. capabilities.

PLAYABILITY 75

▲ There is a wide range of actions, giving room for developing strategies.
▼ Often there's a feeling of lack of control as your warriors go into battle. The slow gameplay is also frustrating.amounts to simple trial and error!

LASTABILITY 80

▲ 195 different levels represents a massive challenge to be measured in solid weeks of play.
▼ Although new features come into play, the processes for each landscape remain the same.

OVERALL 79

A competent, mildly engaging strategy game, that lacks a magic ingredient to set it on fire.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** THQ
- **PRICE:** £ 44.95
- **RELEASE:** JULY
- **GAME TYPE:** RACING
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** 4 (and every 100,000)
- **RESPONSIVENESS:** Good
- **1ST DAY SCORE:** 150,000
- **GAME ORIGIN:** Well-known haracter from the Warner Bros' stable.

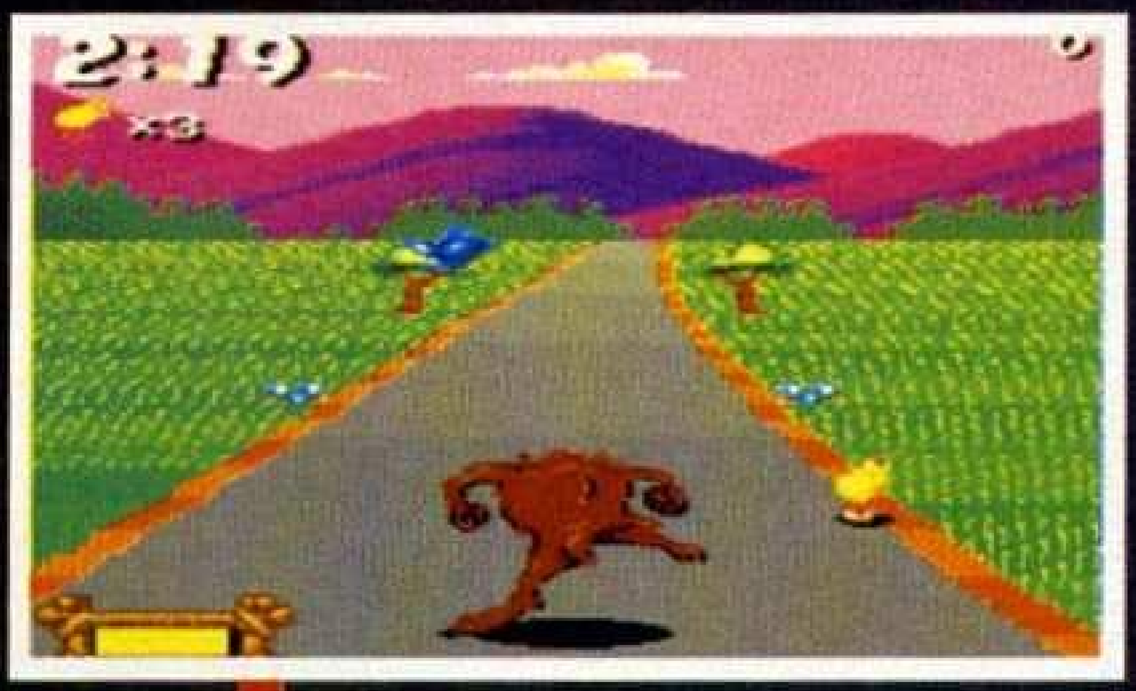
CONTROLS

- **HOW TO PLAY:** Take Taz down the winding road, in an effort to grab the requisite amount of yellow kiwis within the time limit. Avoid all hazards.

A	BRAKE
B	JUMP
X	DEVIL SPIN
Y	GRAB
L/R	L: NO FUNCTION R: NO FUNCTION
S	START: NO FUNCTION SELECT: PAUSE

(To be read in the style of David Attenborough). So we've made our way across the bushland of Tasmania to find that elusive antipodean marsupial, the Tazmanian Devil. This particular devil is a male of the species, roughly four feet tall, and marked by those distinctive eyebrows. As you see, he exhibits the typical Tazmanian spin, his devastating defence mechanism.

Now we must be very quiet, as the devil is easily distressed by intruders, and usually tries to eat them. In fact, the Tazmanian Devil eats just about anything, although he has a particular penchant for the 'Yellow Road Kiwi', a small flightless bird which travels on the highways, occasionally feeding at a picnic layby. The Devil also patrols the roads, searching for enough prey to satiate his incredible hunger. Ahh, he seems to have detected a presence on the road ahead. Let's depart and watch his behaviour from a safer viewpoint...



KIWIS

Eat da Kiwi!

Eat da lil' blue bird: feel better! Eat da red birdy: more time!

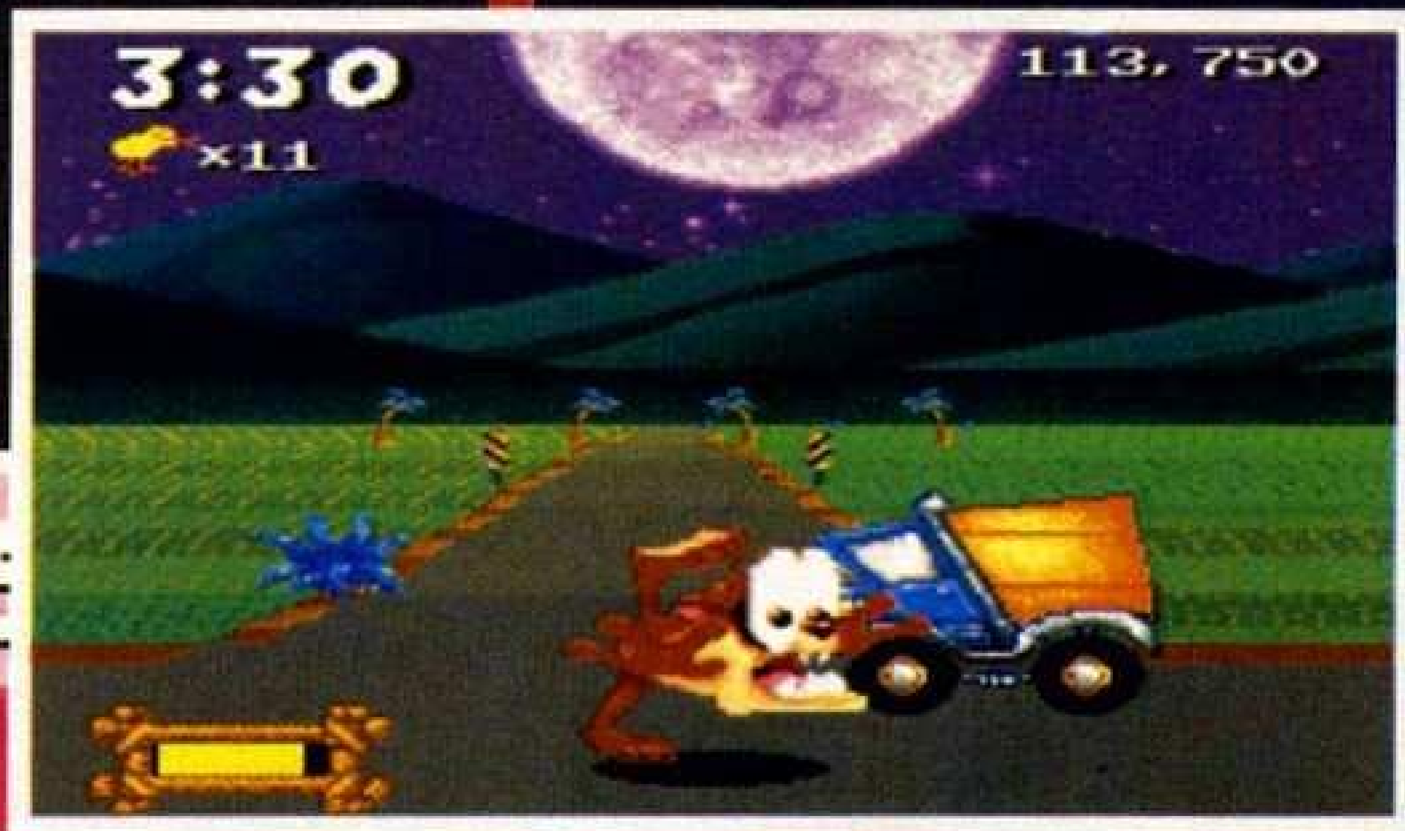
CROSSROADS

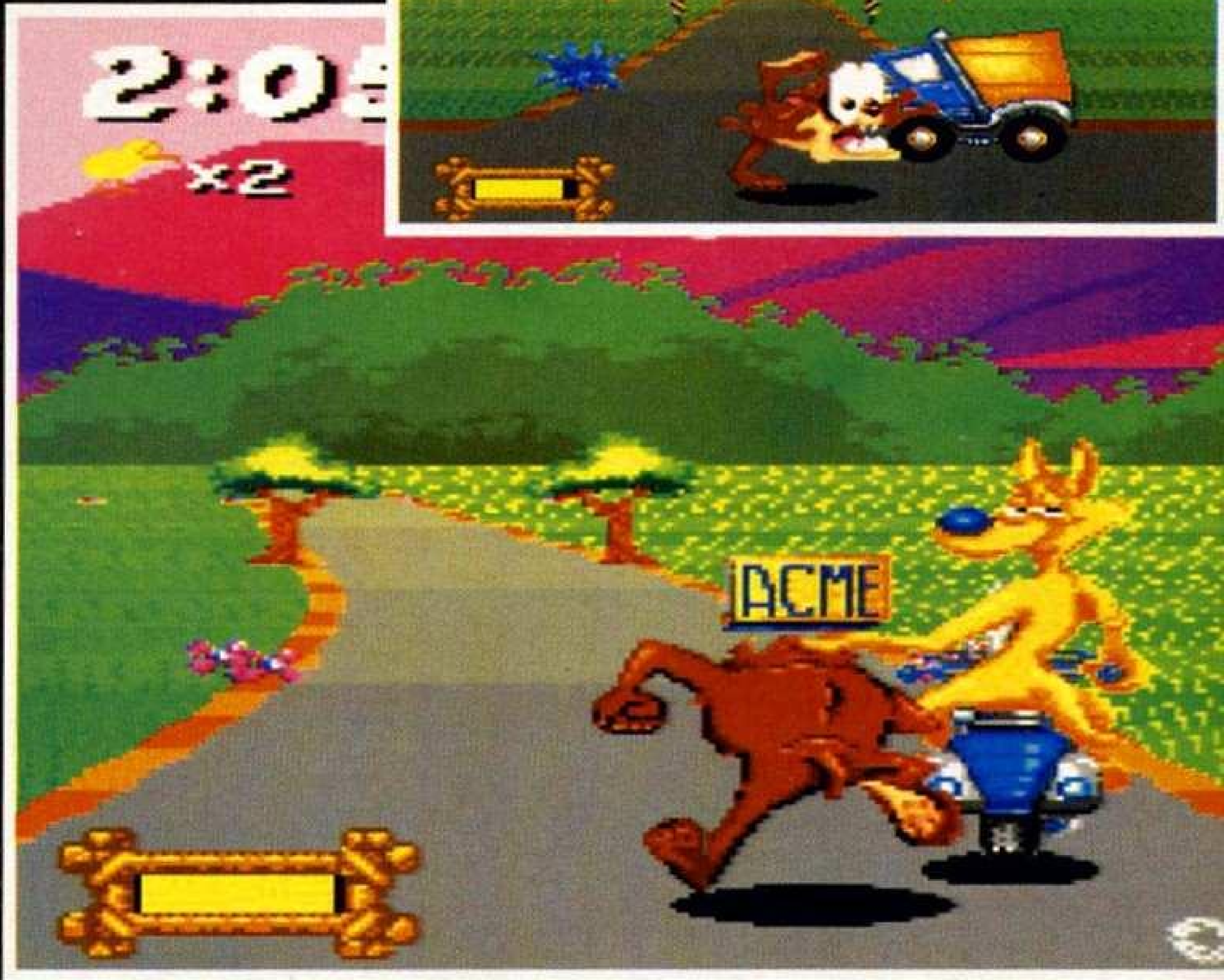
Traffic make Taz feel bad. Watch da lights!

Walk!

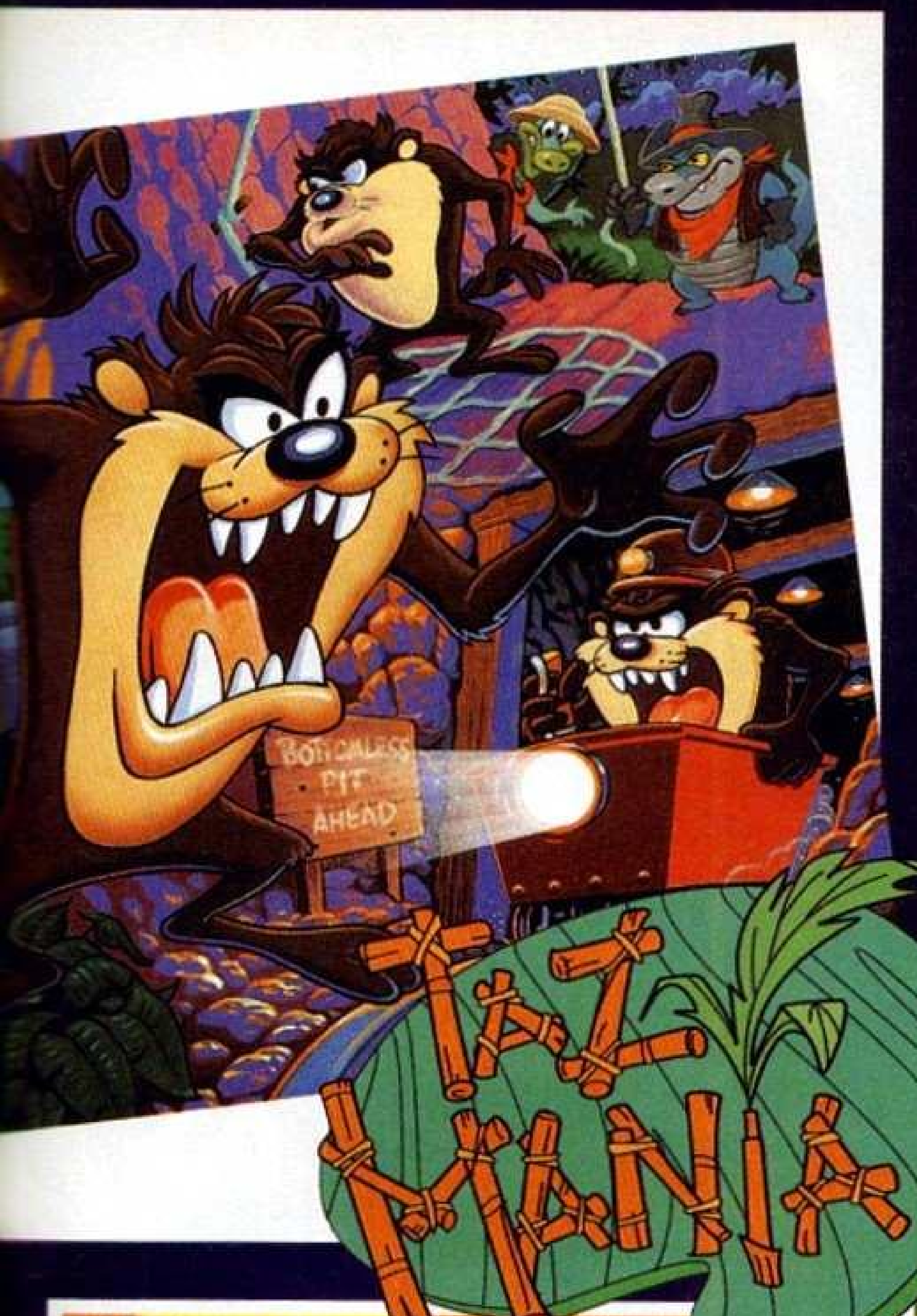
No walk!

▼ Kroinks



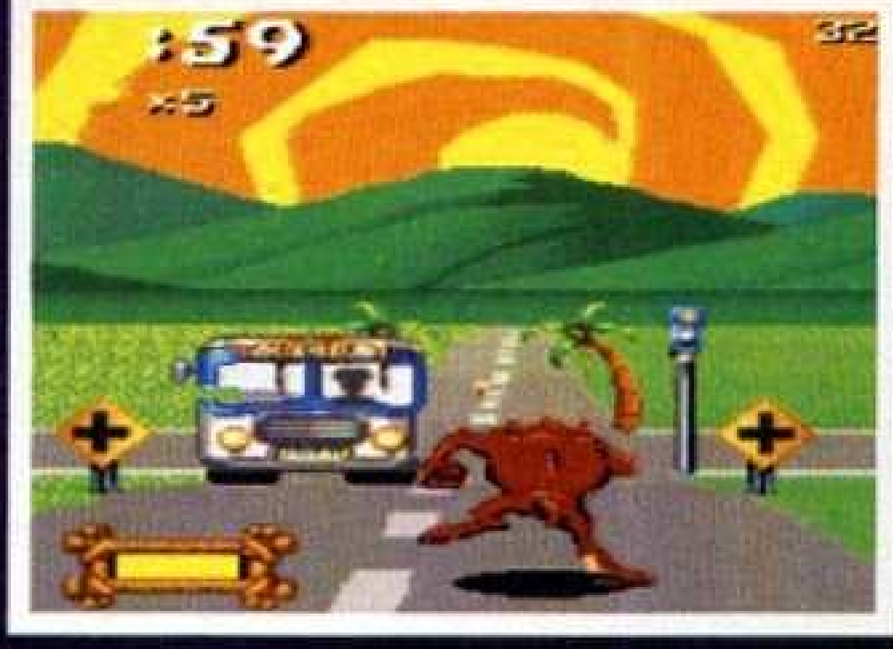


▲ Hey Taz, if you want to grow up fast, try some of this!



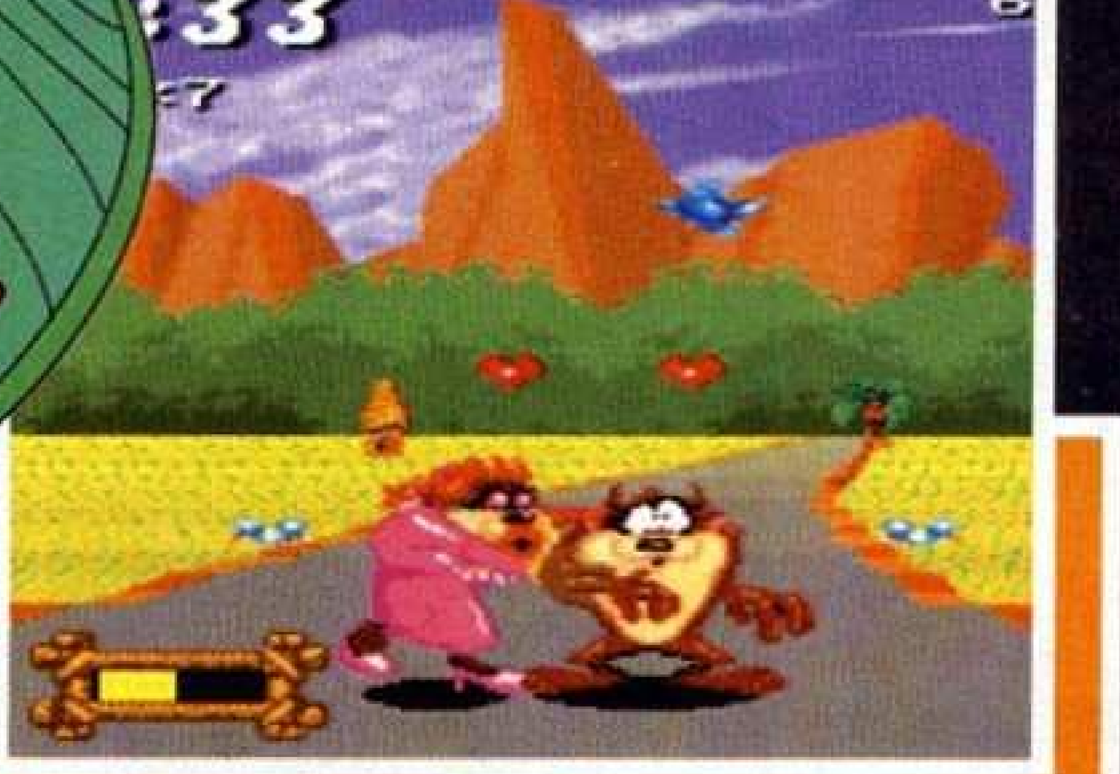
LANDSCAPE

Taz no like water, trees, cactus. No like rocks. Make Taz stop.



TAZMANIAN SHE DEVIL

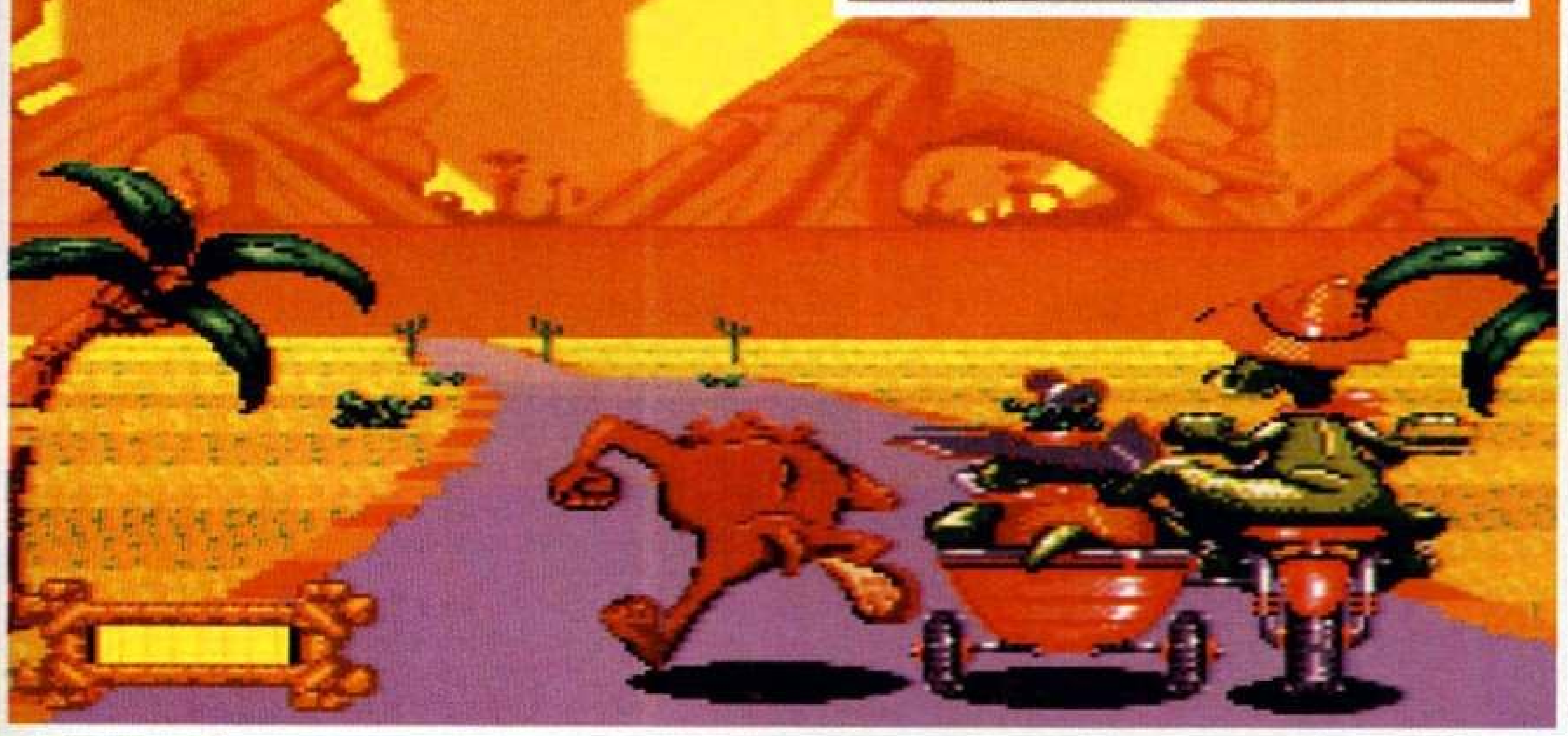
Ah! She too much. She wear Mary Quant lippy an' Jean Muir frock. She chase Taz from level 2. She catch Taz and it Game Over. Taz run fast to avoid!



COMMENT

RAD

What is Taz about? The game is very simple speed run up an endless road, grabbing little yellow birds within a time-limit. As a result, office opinion has been pretty polarised. So, when I tell you I have become quite endeared to the game, bear in mind that others hate it equally. The big pluses for me are its original, if repetitive, gameplay and the fabulous graphics which capture the atmosphere better than any other previous cartoon game. It's also pretty challenging, as my many attempts to pass level three have proved. You really have to see some of the later ideas - like the wolf who puts his hands over your eyes - to appreciate the humour that's gone into the game. I also like the general sick concept of scoffing tons of little yellow birds. Tazmania's main problem is the lack of game variety, which drastically reduces its long term appeal. But it will probably offer a few weeks of fun, an congratulations to THQ for breaking the 'licence to platform game' production line.

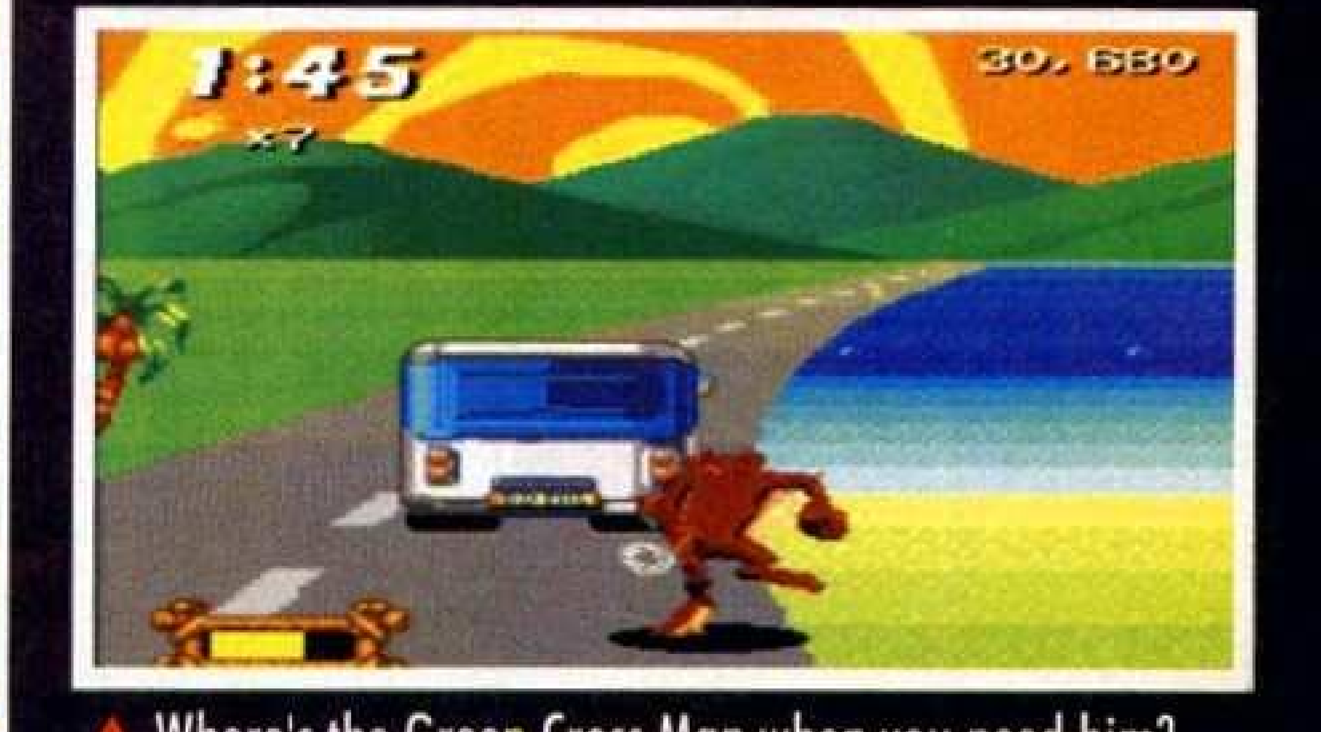


▲ Thankyou Mr Devil, and now the other paw please.

DIDGERI DINGO

Bike Dingo bring Taz surprise in a box. Sometimes good; sometimes bad.

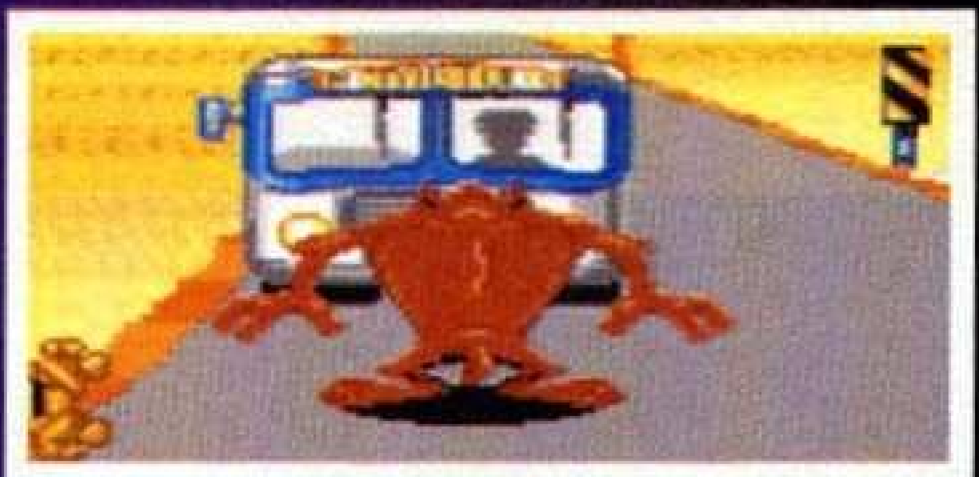
Good Surprise!
Umm, bad call.

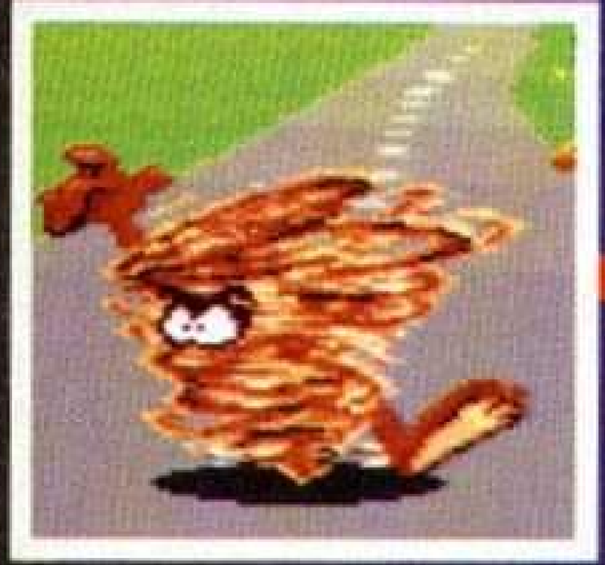


▲ Where's the Green Cross Man when you need him?

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



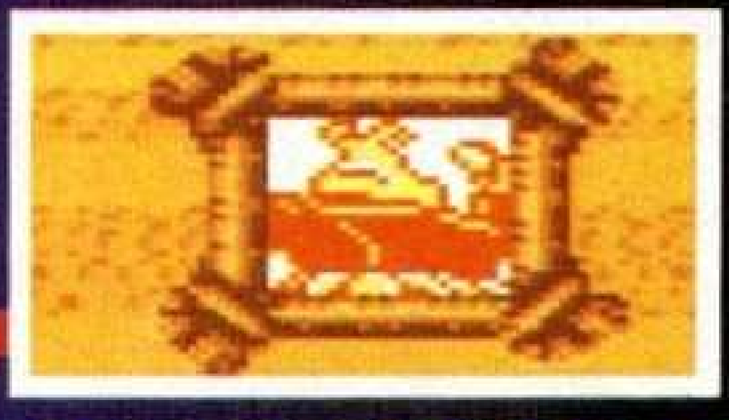


SPIN

Spin get Taz outta trouble. But Taz gotta be strong to spin. Road pass fast when spinning.

ROAD HOG/BIG BUS

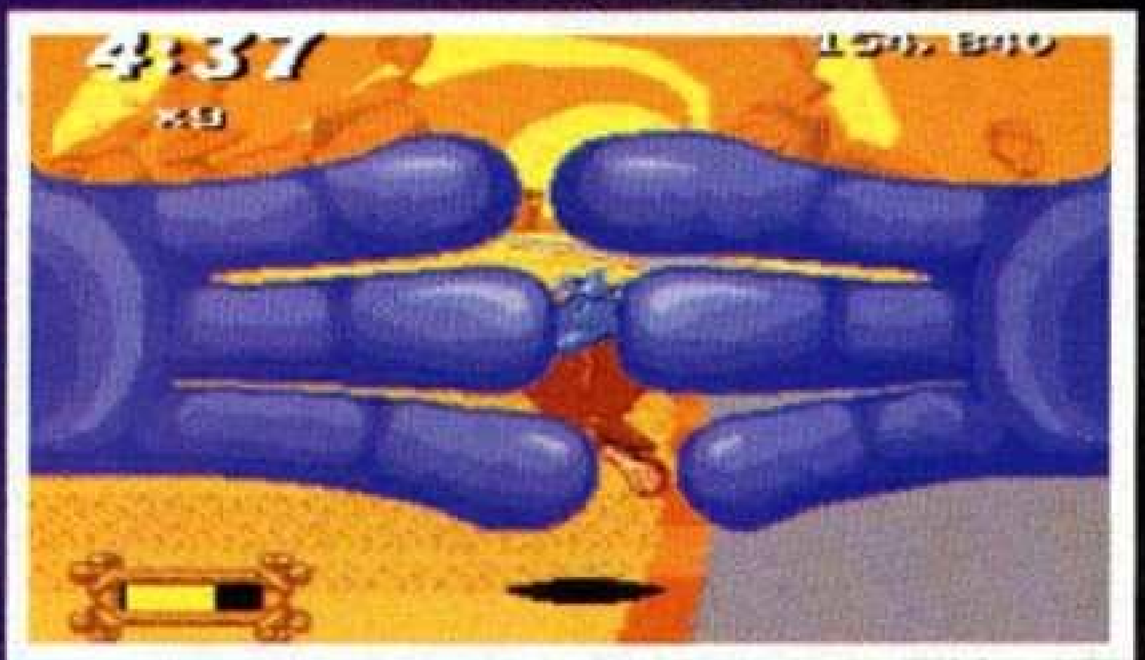
He big pain. Which way gonna pass? Right? No! Left? No! Ahh, Splat! Big Bus not so bad, he always pass on Left. Continental driving, see!



REAR MIRROR

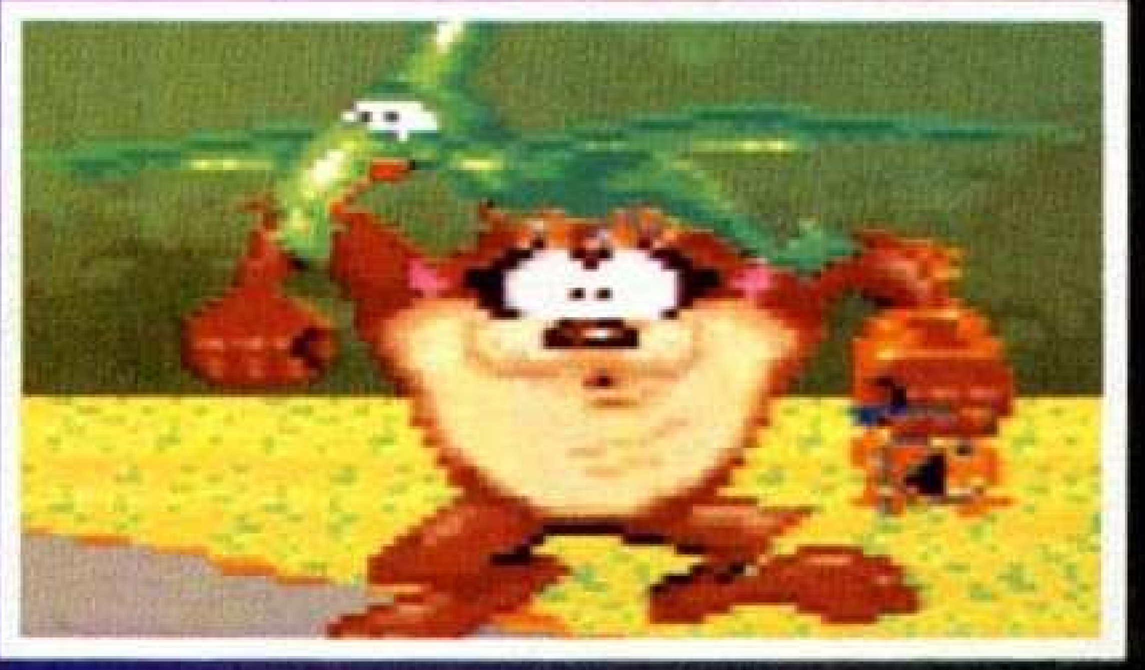
Pic in corner good for Taz. Let him know what behind.

NOT FRIENDS



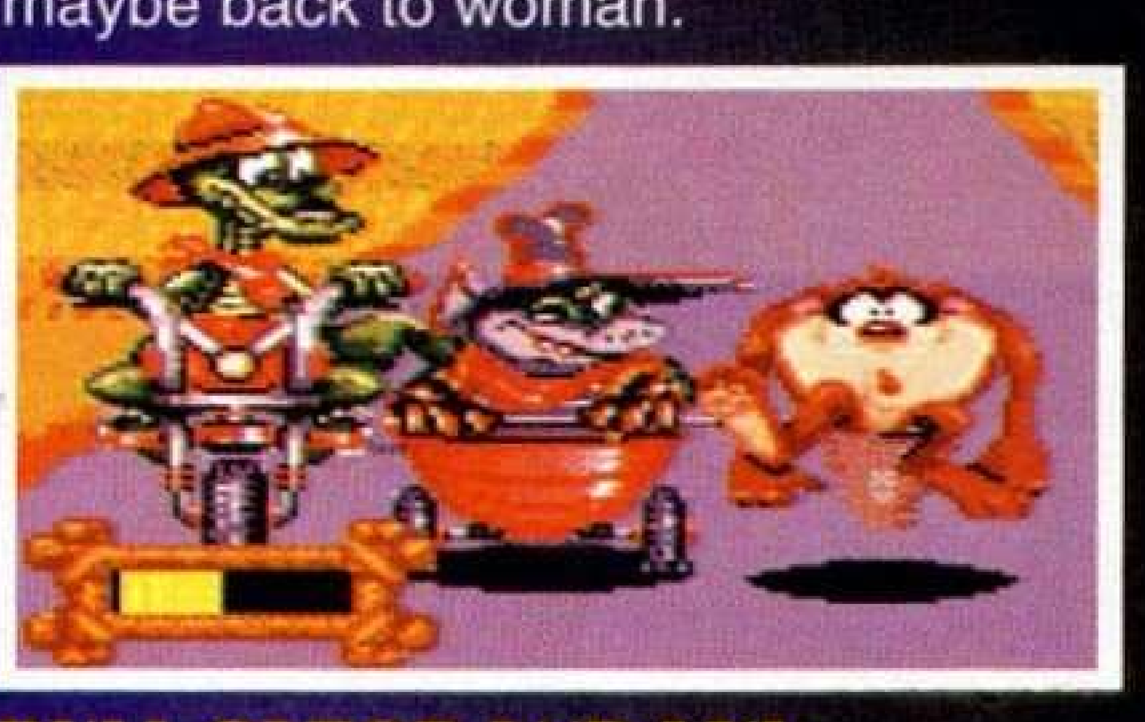
WENDAL T. WOLF

He play 'Peekaboo'. Taz no see. Crash a lot. Get off, stupid cat!



PTERRY

Pterry catch Taz in the air, or on brow of hill. Take him backwards plenty - maybe back to woman.



BULL GATOR AND AXL

Bad pair. Catch Taz and take him to Lady. Jump 'em!

COMMENT

JAZ

This is certainly a novel use of the Taz theme - a racing game with a difference! It's well programmed, challenging and good-looking and kept me completely addicted for a few days. However, its appeal quickly wears off. The basic gameplay changes very little from level to level: the baddies get more numerous, Taz's girlfriend gets faster and faster and those pesky yellow birds become increasingly more elusive, but it's still all about running down the same sort of roads dodging the same old villains. Something different between stages to break up the action and make it a little less repetitive would have added greatly to its long-term appeal. As it stands it's a neat game that offers plenty of short-term fun, but lacks the staying power to keep your at your Super NES for weeks.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	□	□	□
ACTION	■	■	□	□
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	■
ORIGINALITY	■	■	■	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	□
WEEK	■	■	■	□
MONTH	■	□	□	□
YEAR	□	□	□	□

PRESENTATION 83

▲ An authentic Looney Tunes opening and good on-screen presentation.

▼ No play options, which is rather sad.

GRAPHICS 90

▲ Brilliant and bright, bold and brash backdrops which give the game an excellent buzz. Excellent scrolling and super sprites.

▼ Overall, the screen layout looks very samey.

SOUND 83

▲ Tunes suit the gameplay and atmosphere, with jungle drums and jazz backings.Great FX of birds and parping horns.

▼ Some of the music is a bit 'off' and the title screen rendition is a poor version of the original Looney Tunes music.

PLAYABILITY 81

▲ A low entry point to the difficulty curve, but the game rapidly becomes challenging. Fast, involving gameplay.

▼ The actions of the kiwis are often infuriating. The simple nature of the game becomes tedious.

LASTABILITY 69

▲ The game becomes rapidly harder, and Tazmania should be a good game to chase for high scores and challenges.

▼ It's fun after a fashion, but soon the wacky enjoyment subsides into boredom.

OVERALL 78

Taz is an acquired and particular taste. Invoke the old truism, and give it a go before you spend any money. It'll be either like or hate.

KONAMI SUPER NINTENDO ENTERTAINMENT SYSTEM KONAMI SUPER NINTENDO ENTERTAINMENT SYSTEM KONAMI SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING! Accept the role of Buster Bunny in this latest Tiny Toon Adventure and you'll find yourself in all kinds of bizarre adventures. Six new wacky levels with five extra sub-games between each level!

You'll need your lucky Rabbit Foot, along with Buster's brand new Spin Kick and Mad Dash, if you're to make it all the way through to the last level, where you must rescue Princess Babs Bunny (no relation), who has been kidnapped by the hideous Milky Way Imperial Army.

Distributed by Konami - 869 Field End Road, Eastcote, Ruislip, Middlesex, HA4 9LS.

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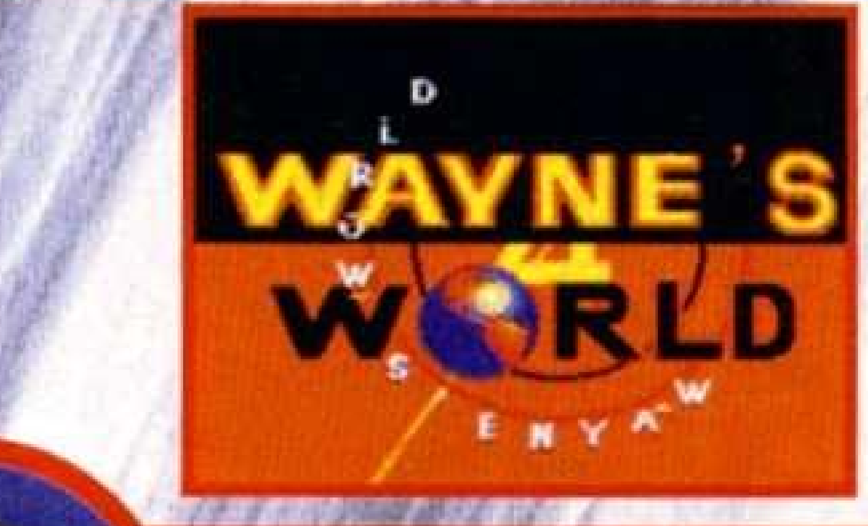
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** THQ
- **PRICE:** £44.95
- **RELEASE:** JUNE
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Not to hard
- **CONTINUES:** Infinite!
- **RESPONSIVENESS:** Way excellent... NOT!
- **1ST DAY SCORE:** Lasted a level
- **GAME ORIGIN:** Adaptation of the popular film of the same name.

CONTROLS

- **HOW TO PLAY:** Guide Wayne through four platform levels, If you can stand the sheer excitement. Naaahht!

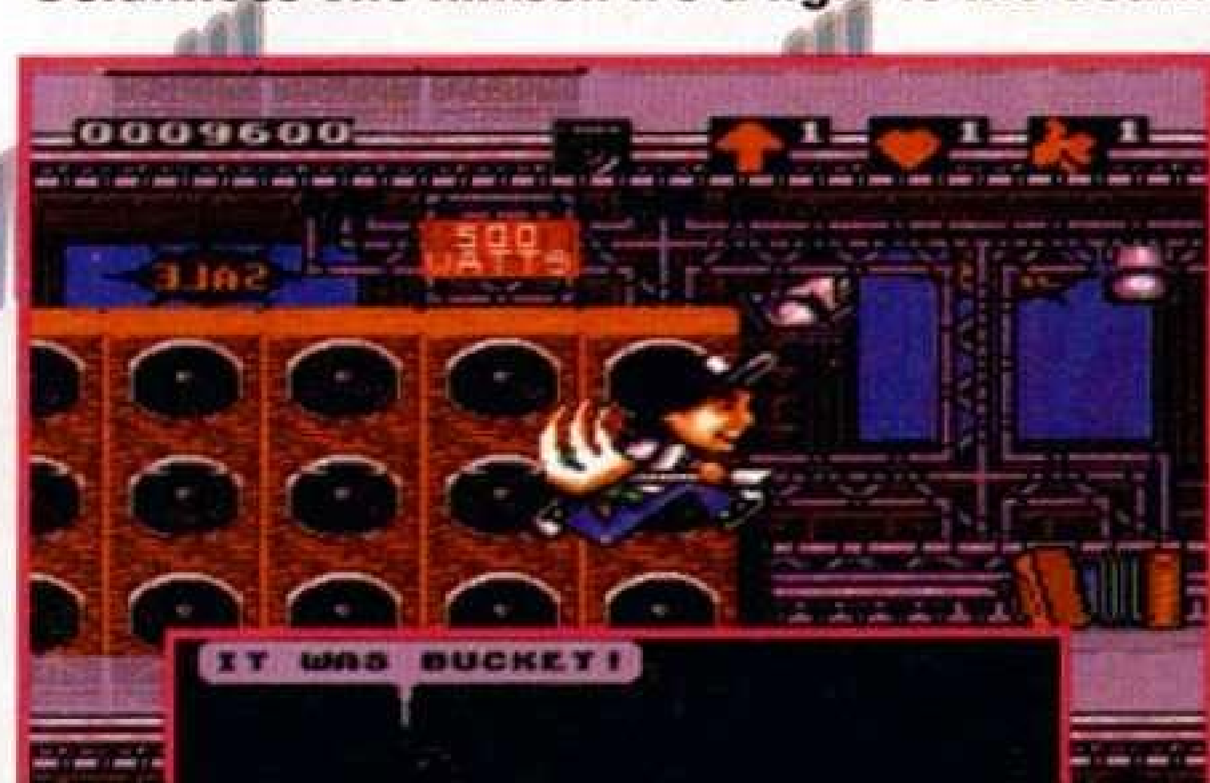
A	Use Schwing item
B	Shot
X	Nothing
Y	Fire Guitar
L/R	Nothing
S	START: STARTS/PAUSES SELECT: NOTHING

WAYNE'S WORLD

Oh, bogus dude, Wayne Campbell's most excellent sidekick and co-host of his cable access programme has been kidnapped! No way you say? Yes way! The most bodacious Garth has been inhaled by the most heinous Zantar the Gelatinous Cube, villain of the most, erm, the most not good video game Zantar the Gelatinous Cube (yeah right)! Aaargh! I can't take it any more!

Look, there's this cable programme called Wayne's World, right. It's presented by these two stupid kids, right, and one of them has been sucked in to a video game. It's down to you to help Wayne rescue his pal. See? There's really no need for all this ridiculous Double Dutch tosh.

Such runs the plot of the latest platform jape from the THQ labs. The player controls a miniature Wayne, who legs it across oddly-populated areas from the film, such as the music store and the donut shop. Should you catch up with the Gelatinous one himself it's a fight to the death to rescue Garth.

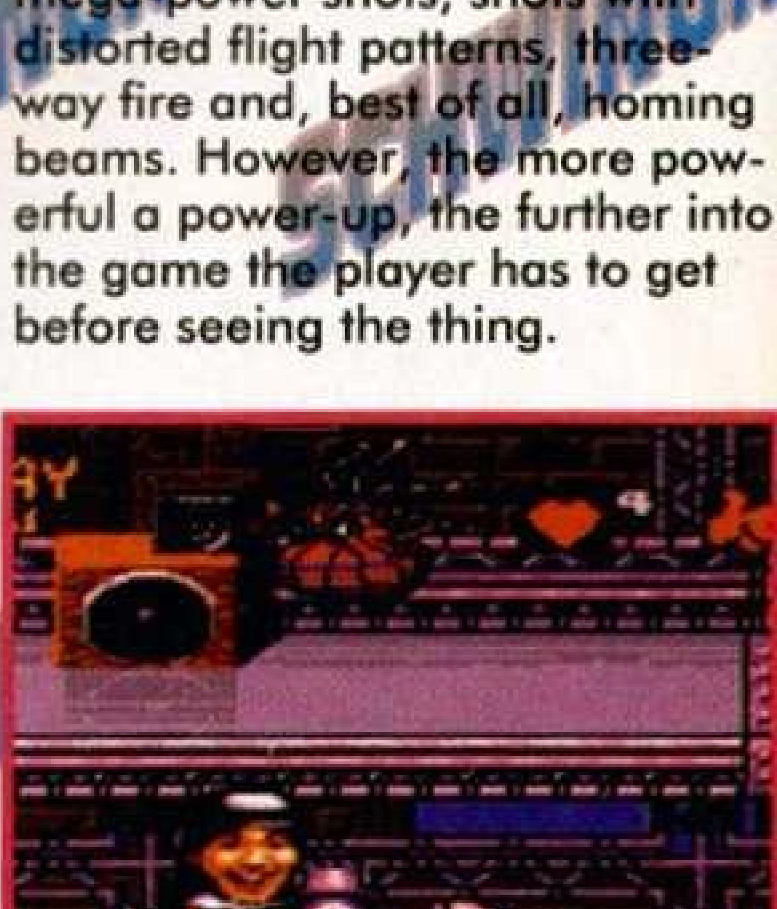


WAYNE'S WORLD

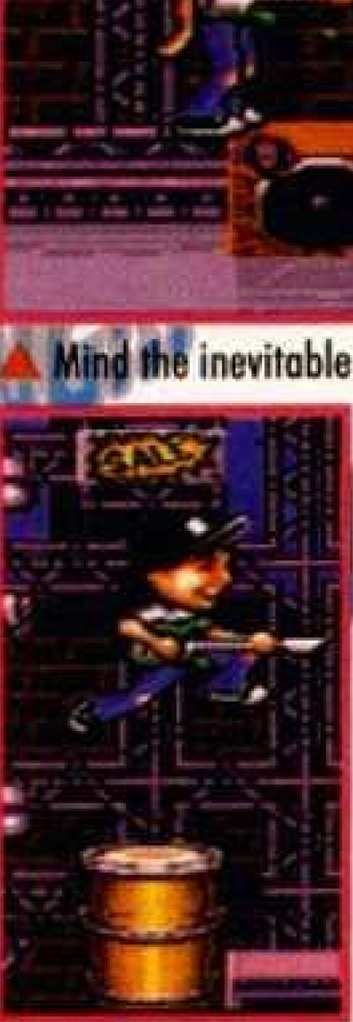
Wayne's only defence against the perils that head his way is his trusty guitar. This instrument fires bolts of energy at his foes - as guitars do. Luckily, there are loads of power ups available to boost his "axe power", as it's known. These range from standard extra-power shots, to mega-power shots, shots with distorted flight patterns, three-way fire and, best of all, homing beams. However, the more powerful a power-up, the further into the game the player has to get before seeing the thing.

COMMENT

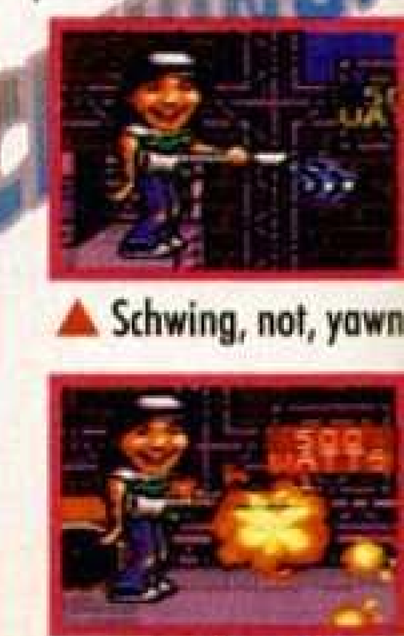
Tee-ho! Just think some nine months after everybody has finally stopped saying 'Not!' and 'Schwing', along come THQ with a game which digs up the long-since decayed corpse that is Wayne's World. To be honest, I can't help but feel that this licence was dead in the water from the start. The film and programmes are little more than a series of set pieces, and there's nothing concrete plotwise for the game to revolve around. The result is a smart-looking but ultimately boring platformer which features very little of note or variety in its large stages. Even the five-second novelty of the use of sampled 'Not's and the admittedly impressive Wayne sprite cannot save Wayne's World from the dumper, so the game is best left to fade into rapid obscurity. The sooner the better, if you ask me...

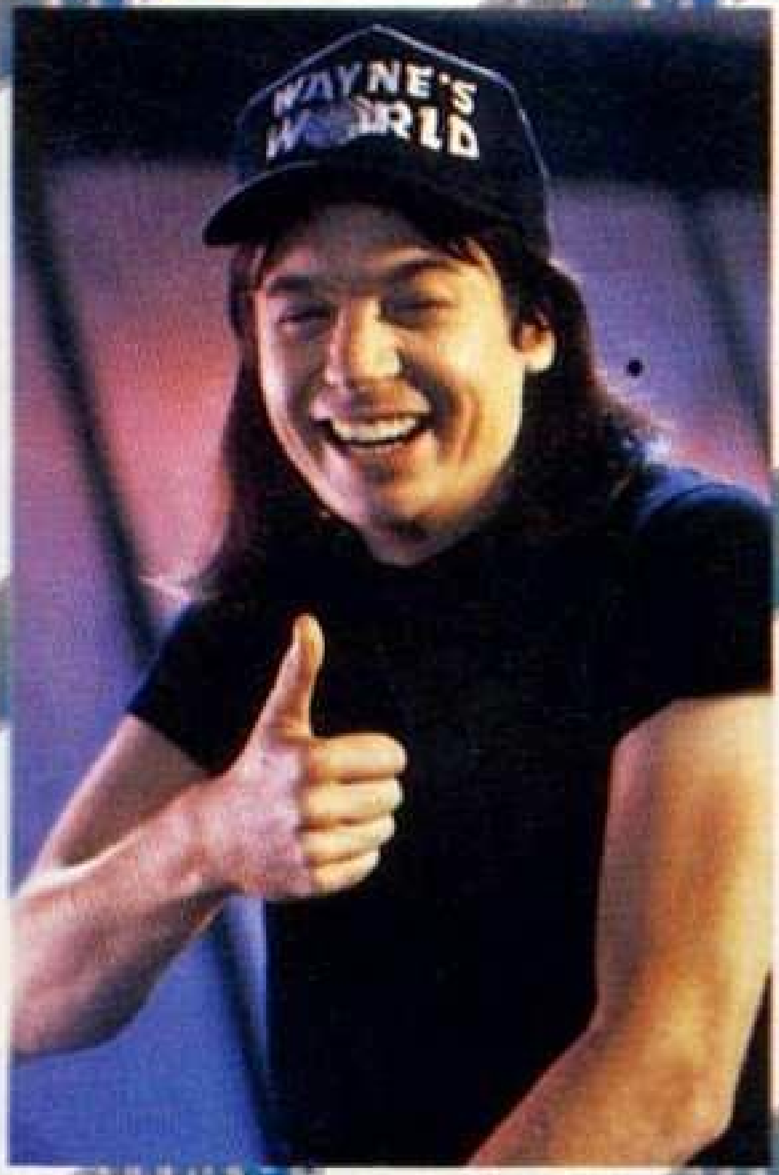


▲ Mind the inevitable caption, Marlon.



▲ Schwing, not, yawn





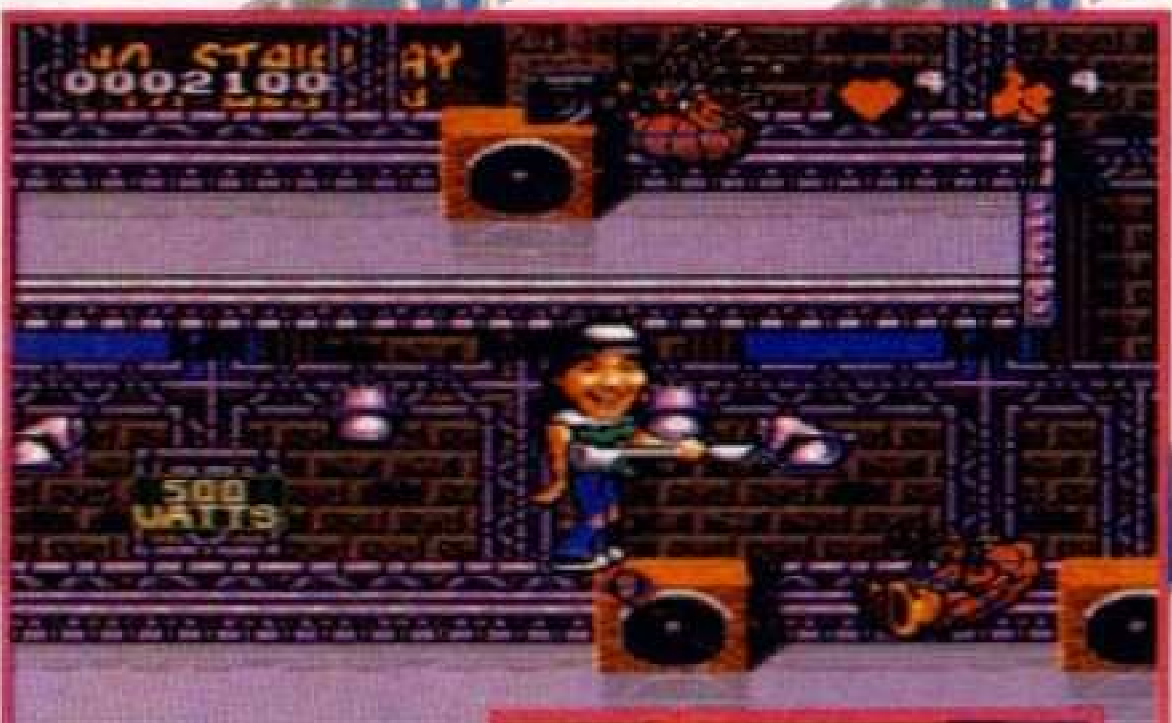
EXCELLENT

Just about everyone on Earth has heard of Wayne's World now. It started life as a sketch on the cult US TV show Saturday Night Live. It became enormously popular and eventually creators Mike Myers and Dana Carvey decided to let it loose on the big screen. They are not, however, the first Saturday Night Livers to do this - Dan Ackroyd and John Belushi's classic Blues Brothers also started life on the show. Wayne's World is not as good as Bill and Ted.

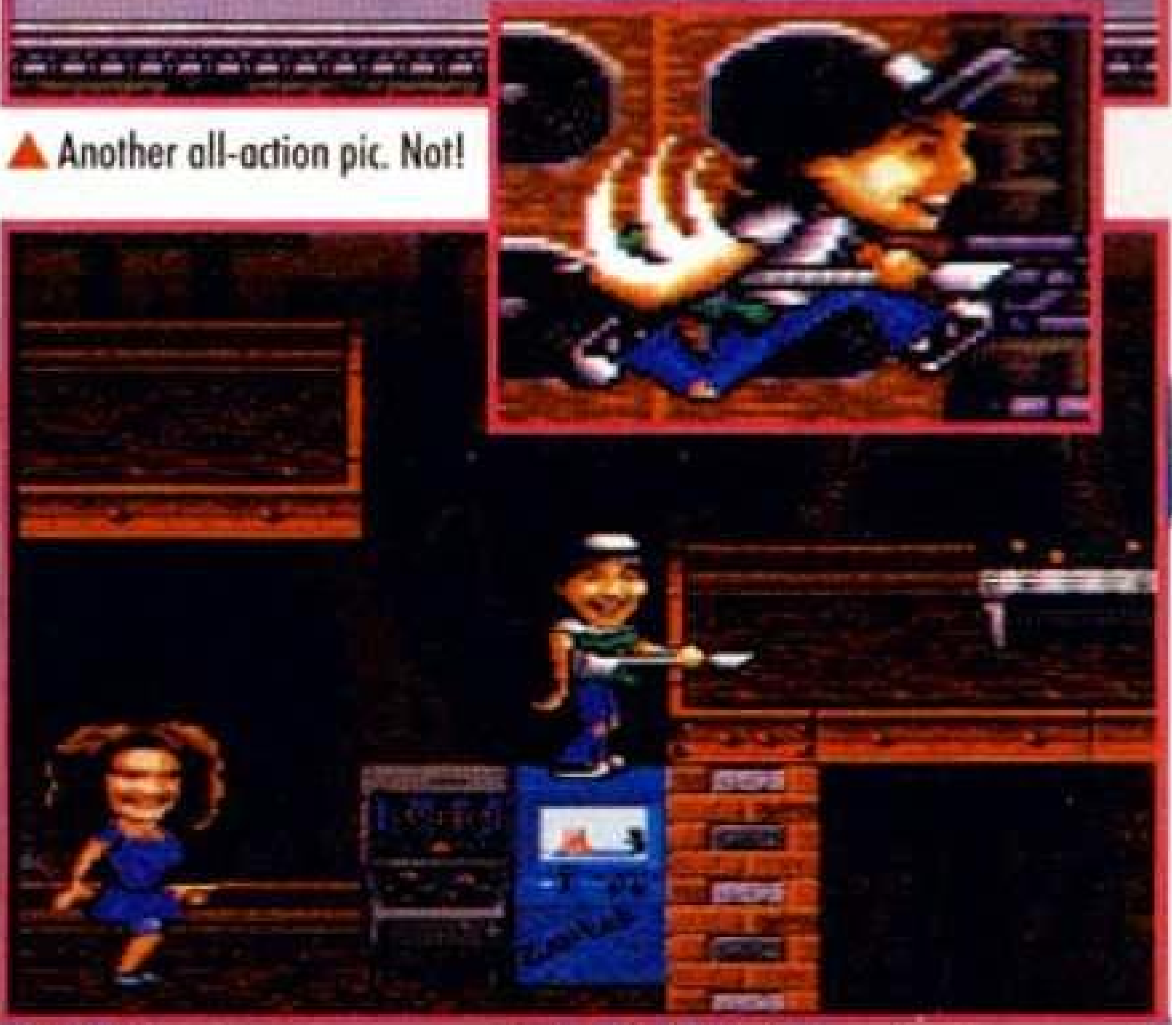
COMMENT

Oh God, just when you thought you'd heard the last of that irritating Waynespeak pish comes a game loaded to the gills with it. However, that isn't why I hate it. Yes, the samples of "Not!" and "We're not worthy!" do get tiresome after about ten minutes, but hey - you can always turn the sound off. However, there is only one way to avoid the sheer tedium of the oh-so-dull levels, the ropey and downright unfair collision detection, the floaty and unresponsive controls and the enormous monotony factor. And that's to not buy it.

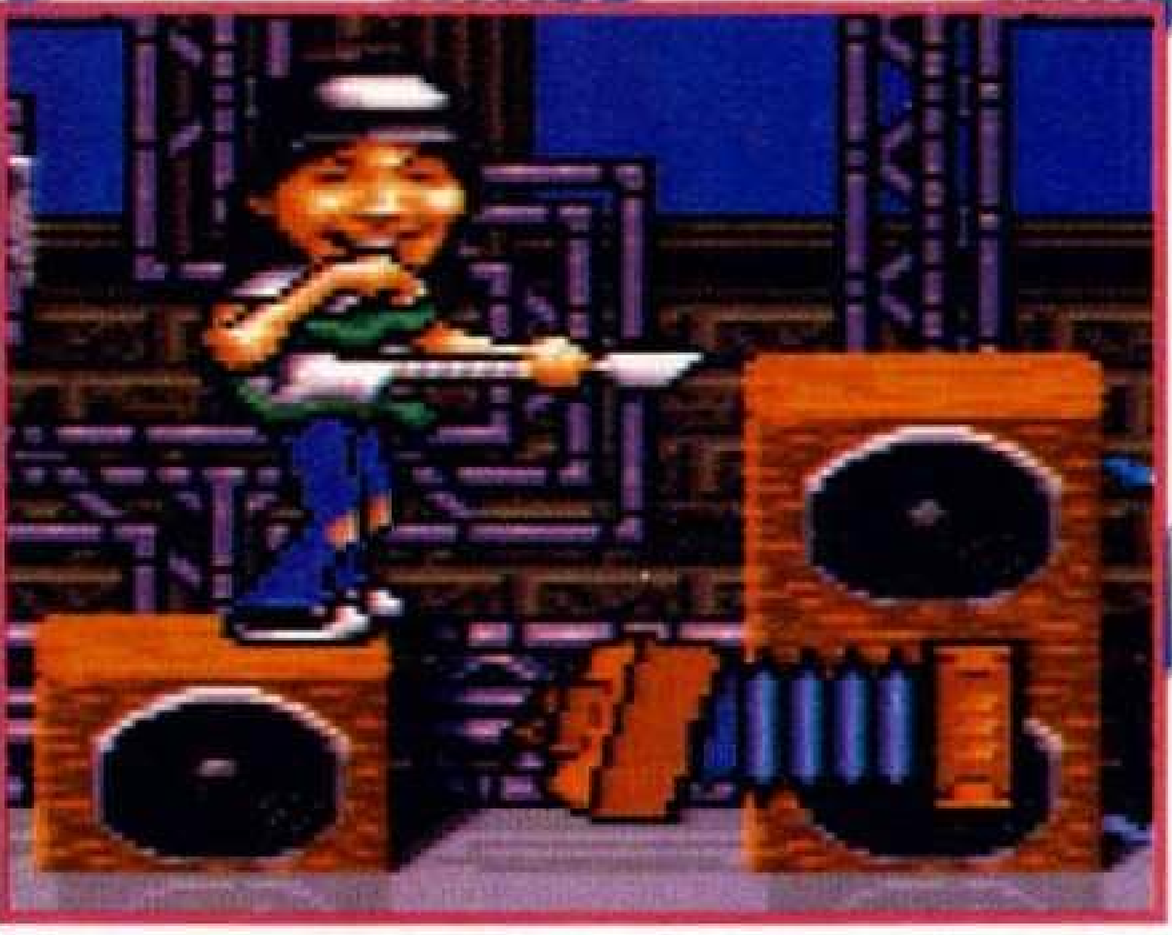
RAD



▲ Another all-action pic. Not!



▲ Oh god, here we go again... Schwing. Babe. Babraham lincoln etc..



▲ Wayne giggles at the thought that people might buy this pile of pants.

▲ It's not worthy. It's not worthy!

PARTY TIME

As well as the regular shot power-ups, there are other fine and helpful icons littered around. There are Schwing items, which destroy all enemies on screen when used (as opposed to making Wayne more attractive to the opposite sex). There are also hearts, which give Wayne an extra life each, and Worthiness Items. These bestow 1 Worthiness Point on Wayne, although this doesn't actually seem to do anything useful.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	☐	☐	☐	☐
ACTION	■	☐	☐	☐
CHALLENGE	■	■	☐	☐
REFLEXES	■	■	■	☐
ORIGINALITY	☐	☐	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	☐	☐
DAY	■	☐	☐	☐
WEEK	☐	☐	☐	☐
MONTH	☐	☐	☐	☐
YEAR	☐	☐	☐	☐

PRESENTATION 80

▲ Loads of intermissions and "hilarious", "just like the film" cut scenes.

▼ Completely loses it's humour after one viewing (if that).

GRAPHICS 62

▲ **Weird and groovy sprites, smooth animation.**

▼ Backgrounds, enemies and everything else are plain and dire.

SOUND 31

▲ Clear samples from the film...

▼ Except they aren't very funny after a couple of hearings, and the rest of the sound is horrid. The guitar noises are irritating.

PLAYABILITY 19

▼ Levels are limited, collision detection is unfair, responsiveness is awful and there's no interesting features to hold your attention at all.

LASTABILITY 16

▼ Only five levels, and it's still doubtful you'd actually bother to play them all.

OVERALL 17

Even if you present Wayne's World, buy a copy of the video and ignore this insipid crock.

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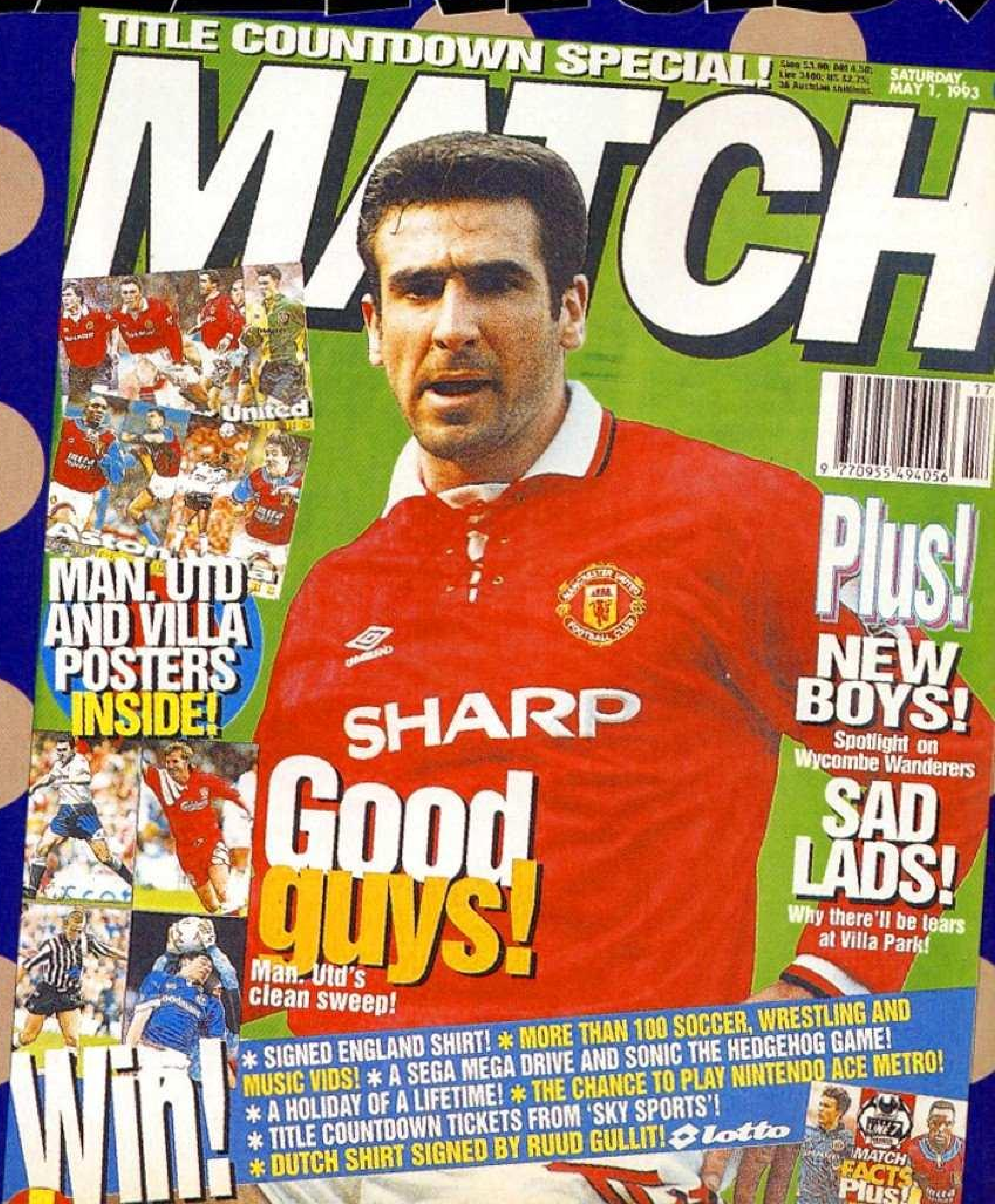


TITLE COUNTDOWN SPECIAL!

SATURDAY, MAY 1, 1993

MATCH

MAN. UTD AND VILLA POSTERS INSIDE!

Plus! NEW BOYS! Spotlight on Wycombe Wanderers

SAD LADS! Why there'll be tears at Villa Park!

Good guys! Man. Utd's clean sweep!

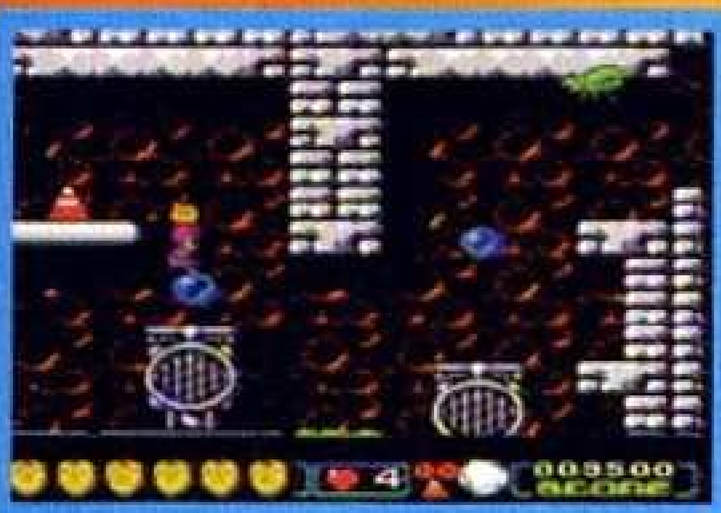
Win!
- SIGNED ENGLAND SHIRT! * MORE THAN 100 SOCCER, WRESTLING AND MUSIC VIDS! * A SEGA MEGA DRIVE AND SONIC THE HEDGEHOG GAME!
- A HOLIDAY OF A LIFETIME! * THE CHANCE TO PLAY NINTENDO ACE METRO!
- TITLE COUNTDOWN TICKETS FROM 'SKY SPORTS'!
- DUTCH SHIRT SIGNED BY RUUD GULLIT!

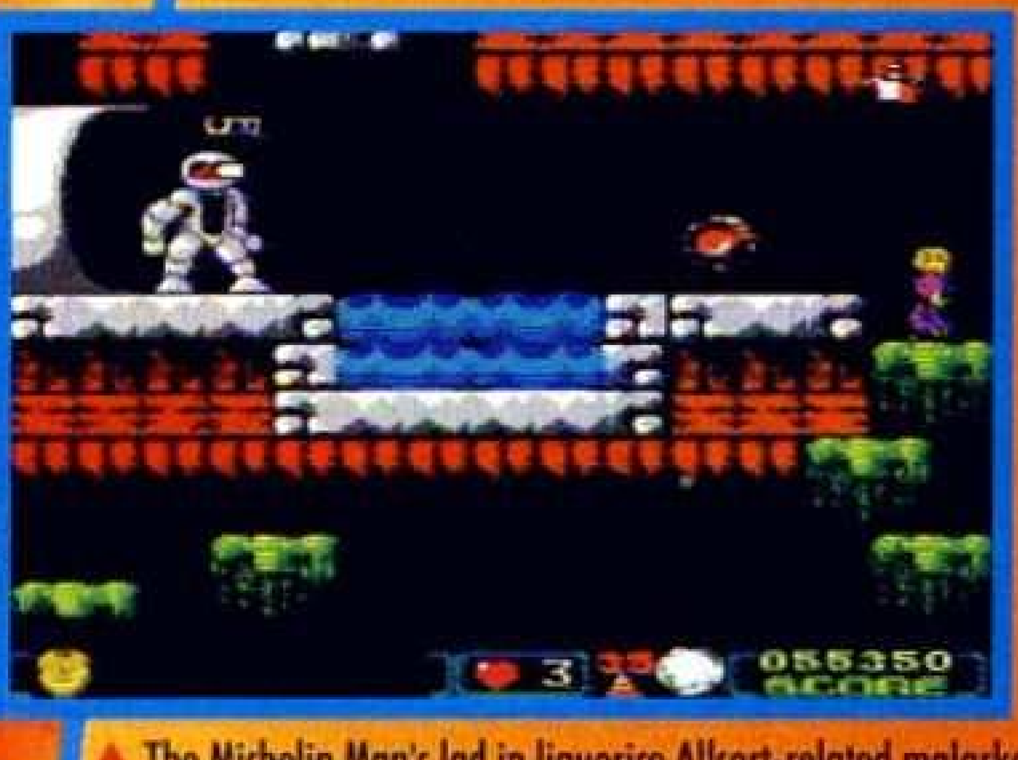
MATCH FACTS PLUS!

REVIEW

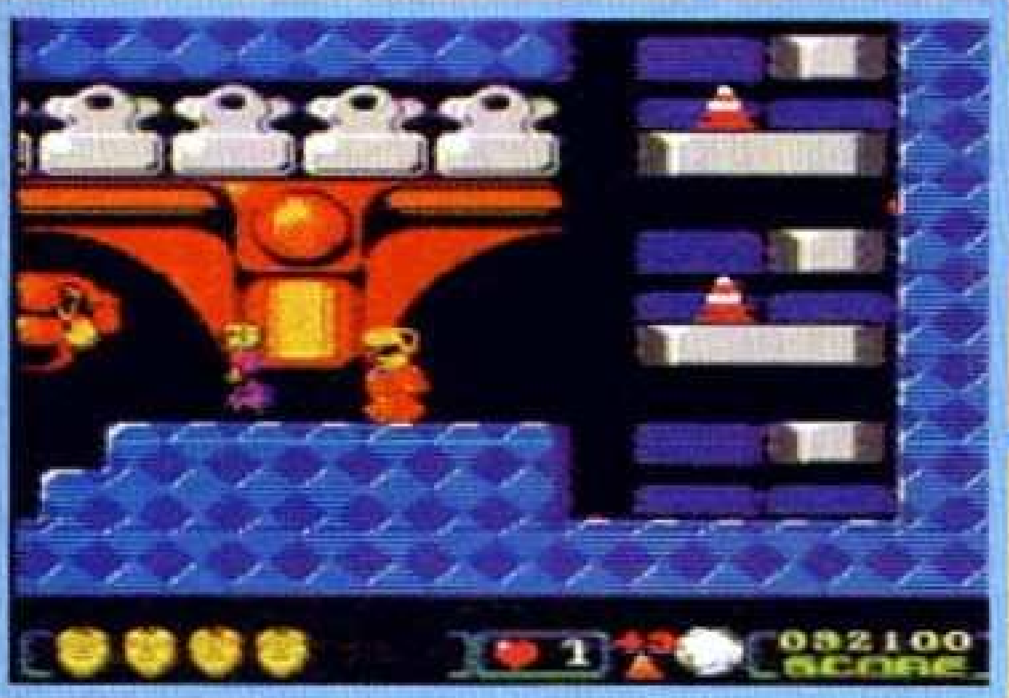
Nintendo
ENTERTAINMENT SYSTEM

THE INCREDIBLE CRASH DUMMIES

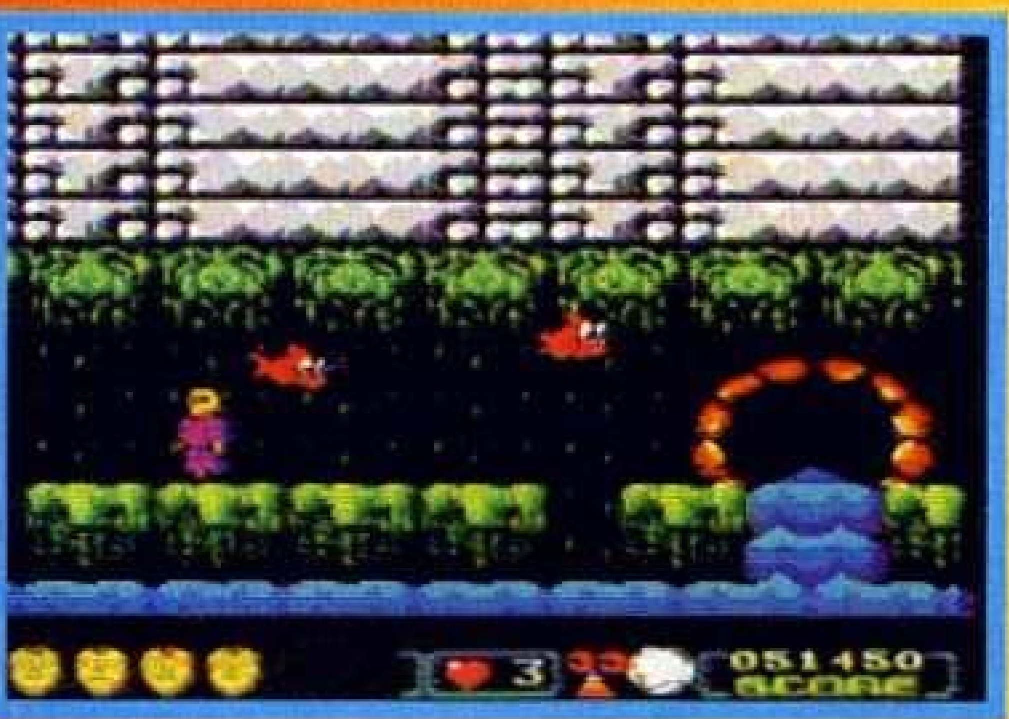


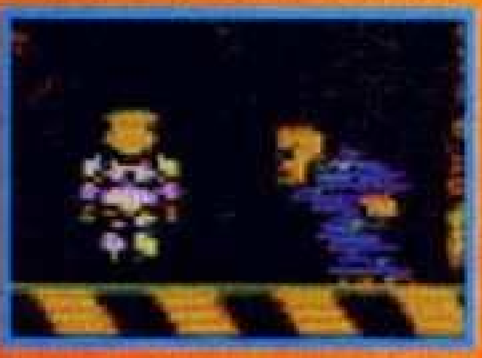


▲ The Michelin Man's lad in liquorice Allsort-related malarkey.



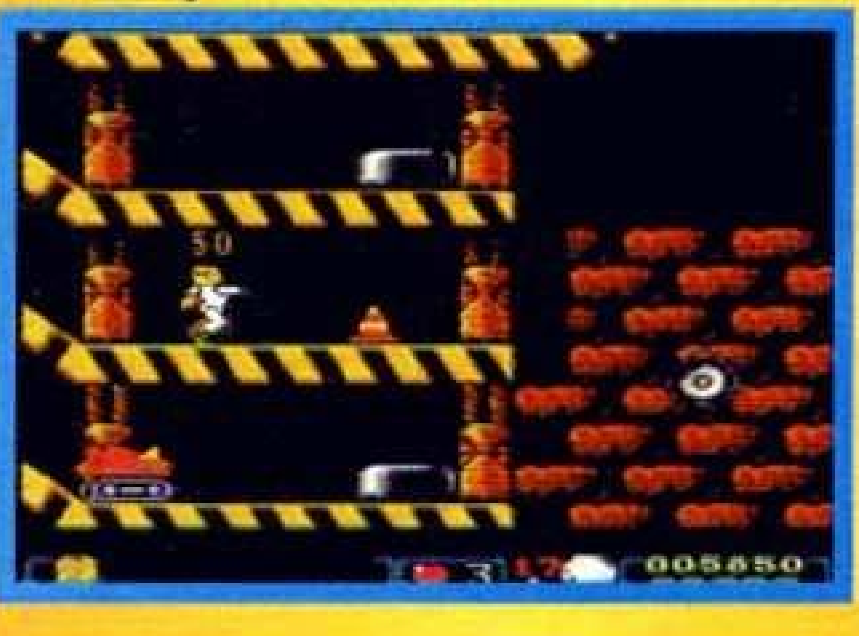
▲ Can I have a flake in mine, please good shop proprietor?





Who'd want to steal a Crash Dummy? What diabolical purposes can a plastic mannequin be put to? In this case only Junkman, who has stolen two of them, has the answer. Daryl and Spare Tire are just the latest victims, so the remaining Crash Dummies decide to scour the rest of the town for Junkman, in a bid to rescue their colleagues and allow the townsfolk to unpadlock their garden gnomes, and arrange some Community Care for the disturbed Junkman. The search starts at the Test Centre itself, and moves through yucky sewers and circuses, in a 'platform-laden environment'.

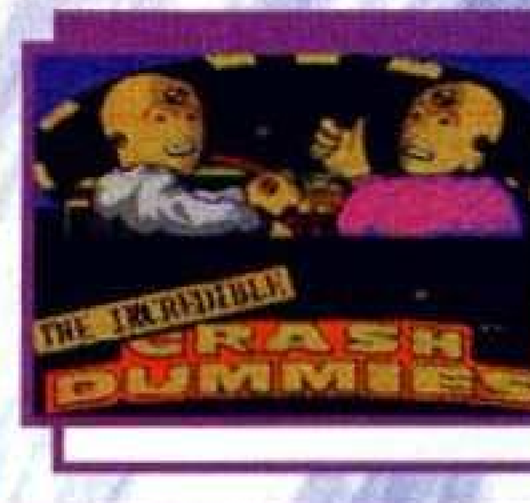
Well, despite this rather smart scenario, the game is a bit of a crock. Why take a great concept like Game Boy Crash Dummies, and turn it into this flaccid pile of boredom? This is just like a million other NES platform games, with no other object or features apart from reaching the end of the level. Although the graphics are fair, and the sound is very good, Crash Dummies is one of the most mind-numbing conversions around. Give it a body swerve.



WELCOME TO DULLSVILLE

The town chosen as a location for the Test Centre is hardly a swinging joint. It shouldn't be too hard to find any hostage dummies in the game's many areas. Starting in the Test Centre, the Dummy collect bollards whilst avoiding numerous angry test vehicles. Next, it's more of the same in the gas-filled sewers, before entering the sub-game code room for a bit of circuit mending. Next, our delicate dummy heads for the circus, where Elephants and clowns generally make life difficult. Yawn.

CART SPEC



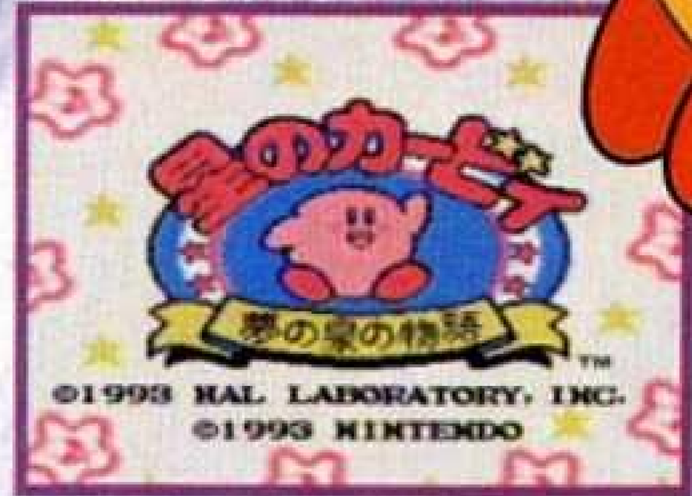
- **BY:** LJN
- **PRICE:** TBA
- **RELEASE:** JULY
- **GAME TYPE:** PLAT
- **CART SIZE:** 2 MEG

RATINGS

PRESENTATION	▼ Minimal options - in fact, nothing apart from a one or two-player game!	60
GRAPHICS	▼ Murky sprites and uninteresting backdrops do little to enhance the game.	68
SOUND	▼ Dull and boring effects are the order of the day, i'm afraid.	88
PLAYABILITY	▲ Initially fun to explore...	53
LASTABILITY	▼ ...but frustration soon sets in.	49
OVERALL	The potential of this licence is totally wasted on this rather tawdry effort.	47

REVIEW

Nintendo
ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** HAL
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 6 MEG

GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Easy
- **CONTINUES:** Unlimited
- **SKILL LEVELS:** 1
- **RESPONSIVENESS:** Very Good
- **1ST DAY SCORE:** 193800
- **GAME ORIGIN:** Kirby is the creation of Shigeru Myamoto - the man responsible for producing such Nintendo classics as Zelda and even StarWing! Oh, and Mario of course.

CONTROLS

- **HOW TO PLAY:** Walk, jump and fly Kirby through the eight worlds which form Dreamland. Absorb the powers of Lord Nightmare's troops and use them for his own purpose.

A Allows Kirby to jump.

B Activate suction/special power.

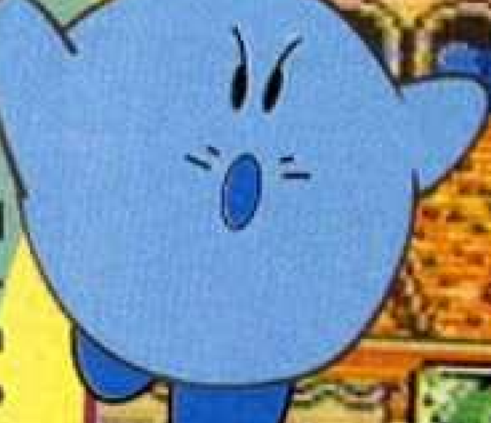
S START: Starts and pauses the game.

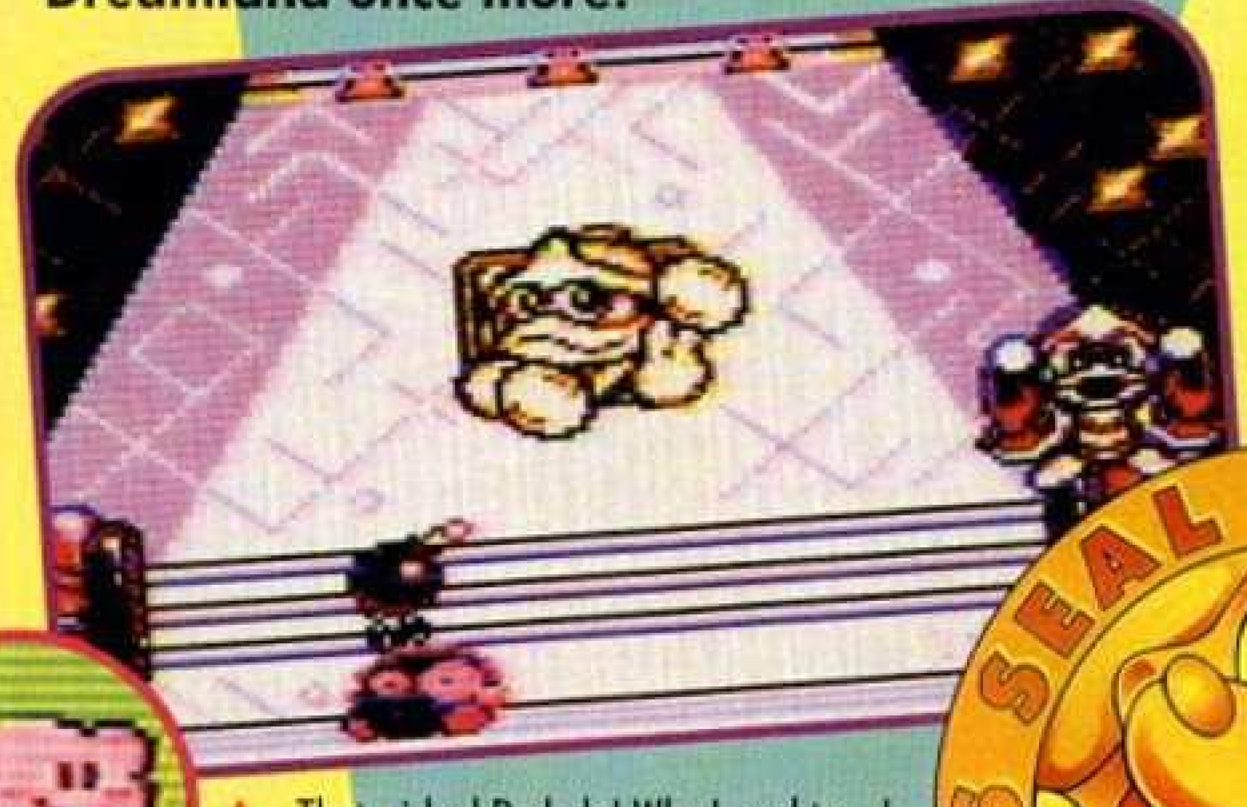
S SELECT: Release special power.

Each Morning when Kirby - the pink marshmallow hero of Dreamland - awakes he dresses himself with little else than a smile and pays his respects to the 'Fountain of Dreams'. This hallowed monument of Dreamland contains a magic rod at its centre and is the source of all happiness and goodwill - a beacon reminding all Dreamlanders that good is best and that bad is *terrible*. You see, it is the duty of all Dreamfolk to make sure humans have happy and jolly dreams, and the fountain makes this task possible.

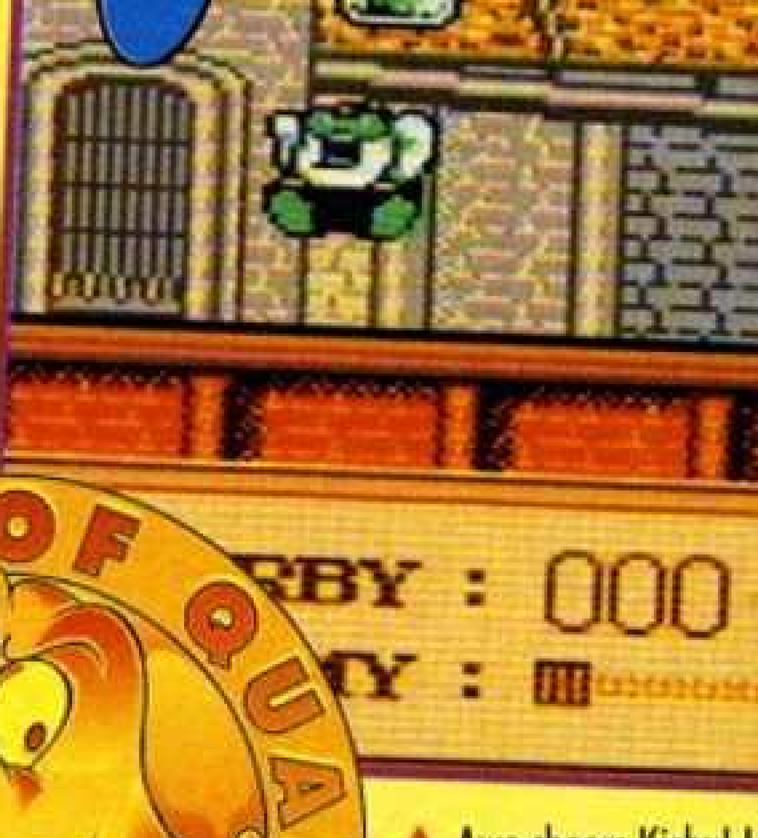
For quite some time, King Dedede - a power-crazed duck - has observed this jolly charade with interest, and simply cannot resist the temptation of stealing the Fountain's centrepiece - if only to see what happens when he does. Unfortunately, disaster follows! No sooner is the magic rod nicked, than the evil Lord of Nightmare bursts into Dreamland and takes over! Without the Fountain's protection Dreamland is helpless and the thousands of tiny Dreamlanders flee to the hills as this wicked ruler and his cohorts raid their farms and villages! Only Kirby can save us now!

This is the follow-up to Kirby's critically acclaimed Game Boy debut. Now NES players have the opportunity to guide this delightful character to victory, using Kirby's many special abilities to retrieve the magic rod, banish Lord Nightmare and bring peace back to Dreamland once more.

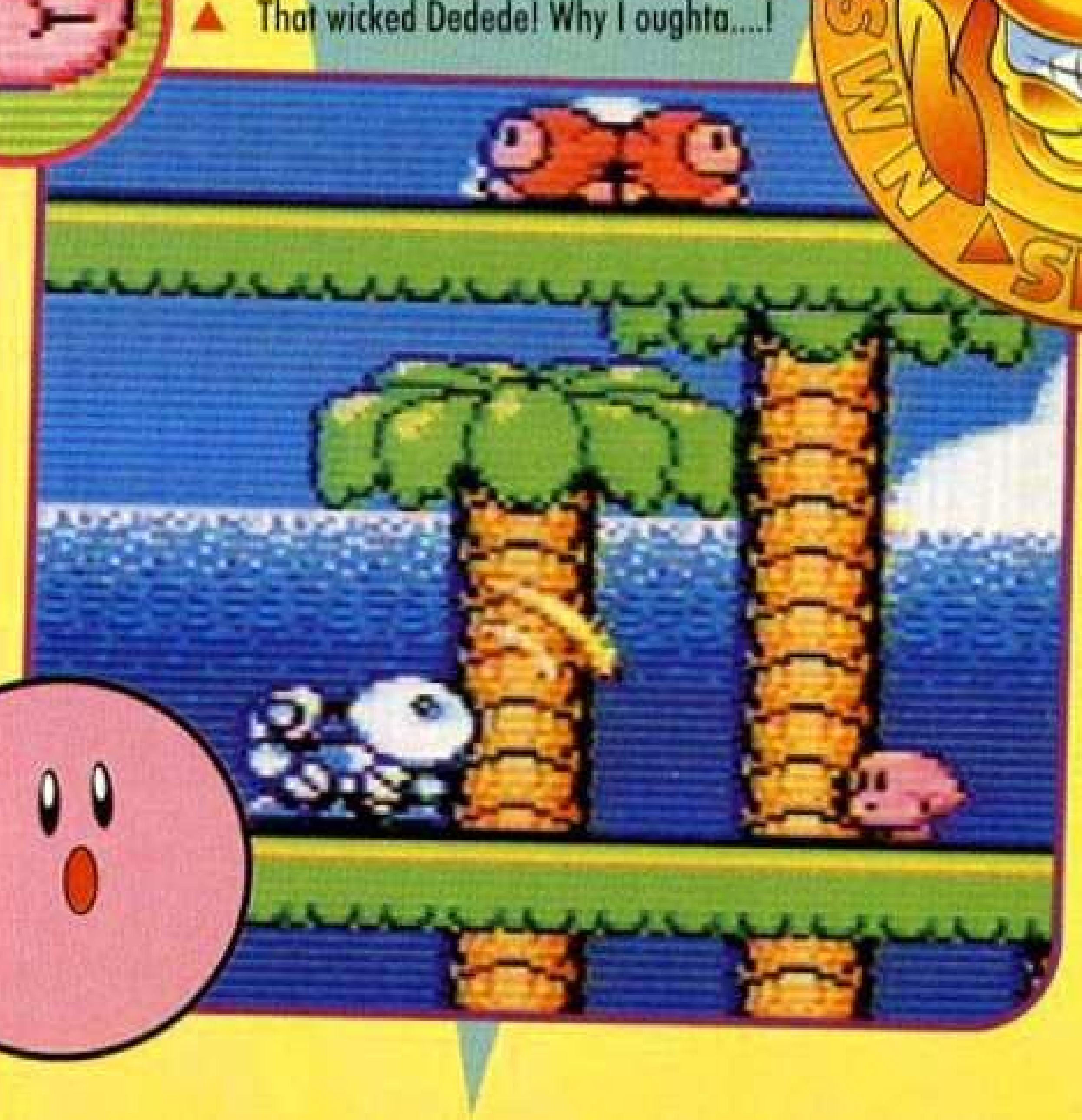


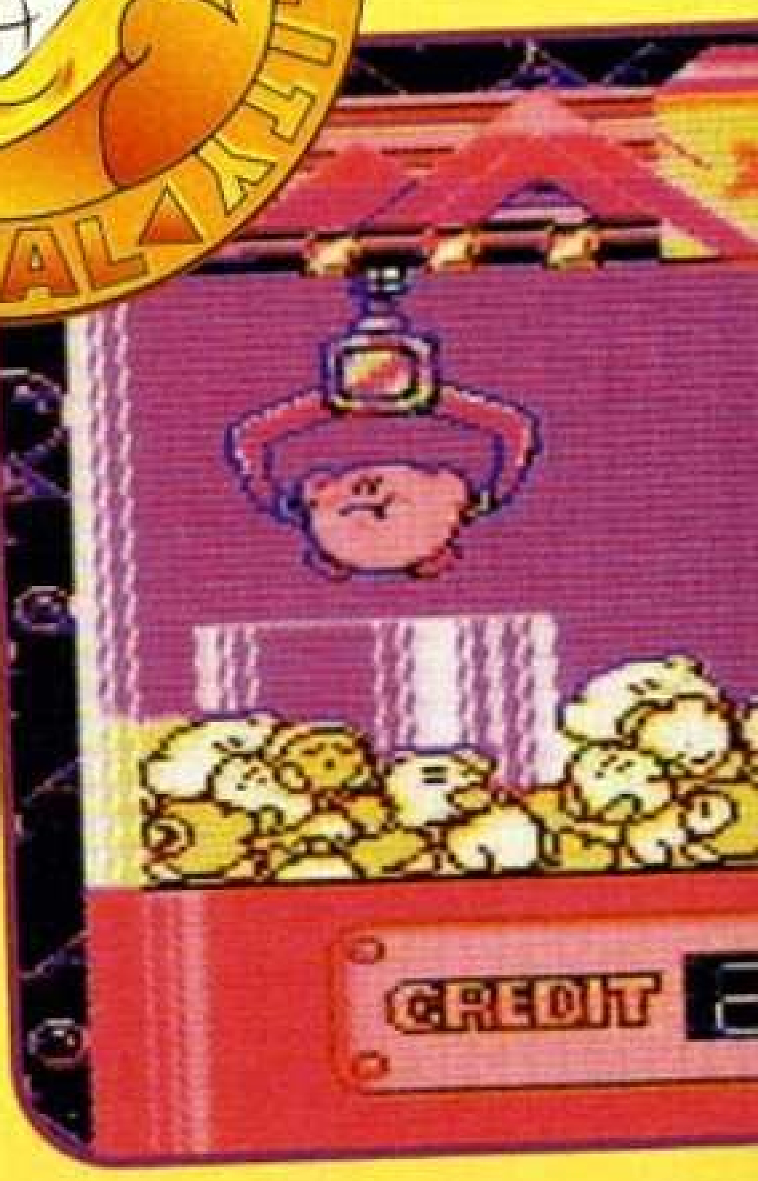


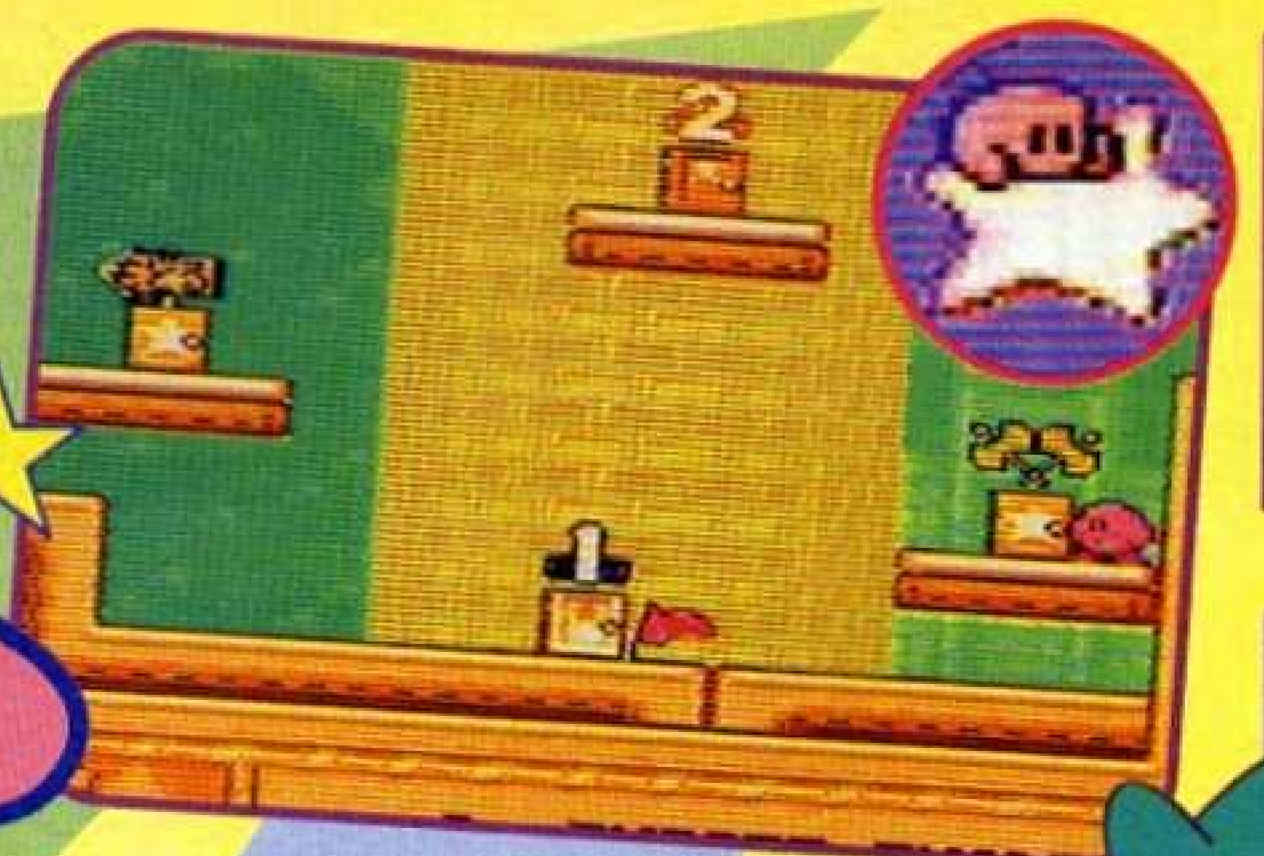
▲ That wicked Dedede! Why I oughta....!



▲ Awe cheers Kirby! I







▲ Jeepers! I never noticed this door being here before.

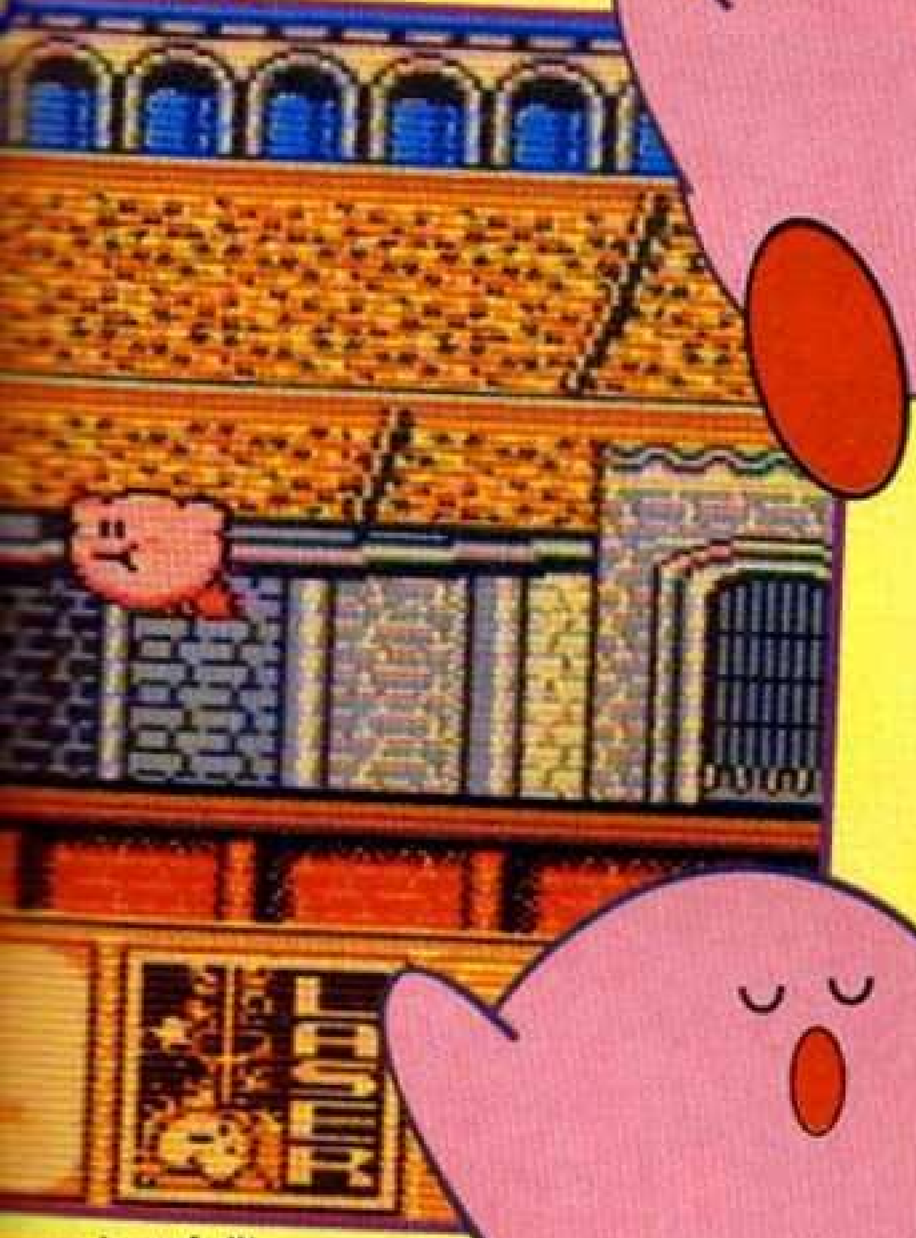
OPEN UP!

If there's just one thing that really frustrates Kirby it's being locked out of a place that he longs to visit! Keep him smiling by searching for secret rooms which may contain switch palaces - these provide access to hidden areas on the map. On other occasions, Kirby stumbles across a solid wall but often all is not what it seems. Using his sword to detonate any nearby explosives, the wall is magically reduced to rubble. Ingenious!

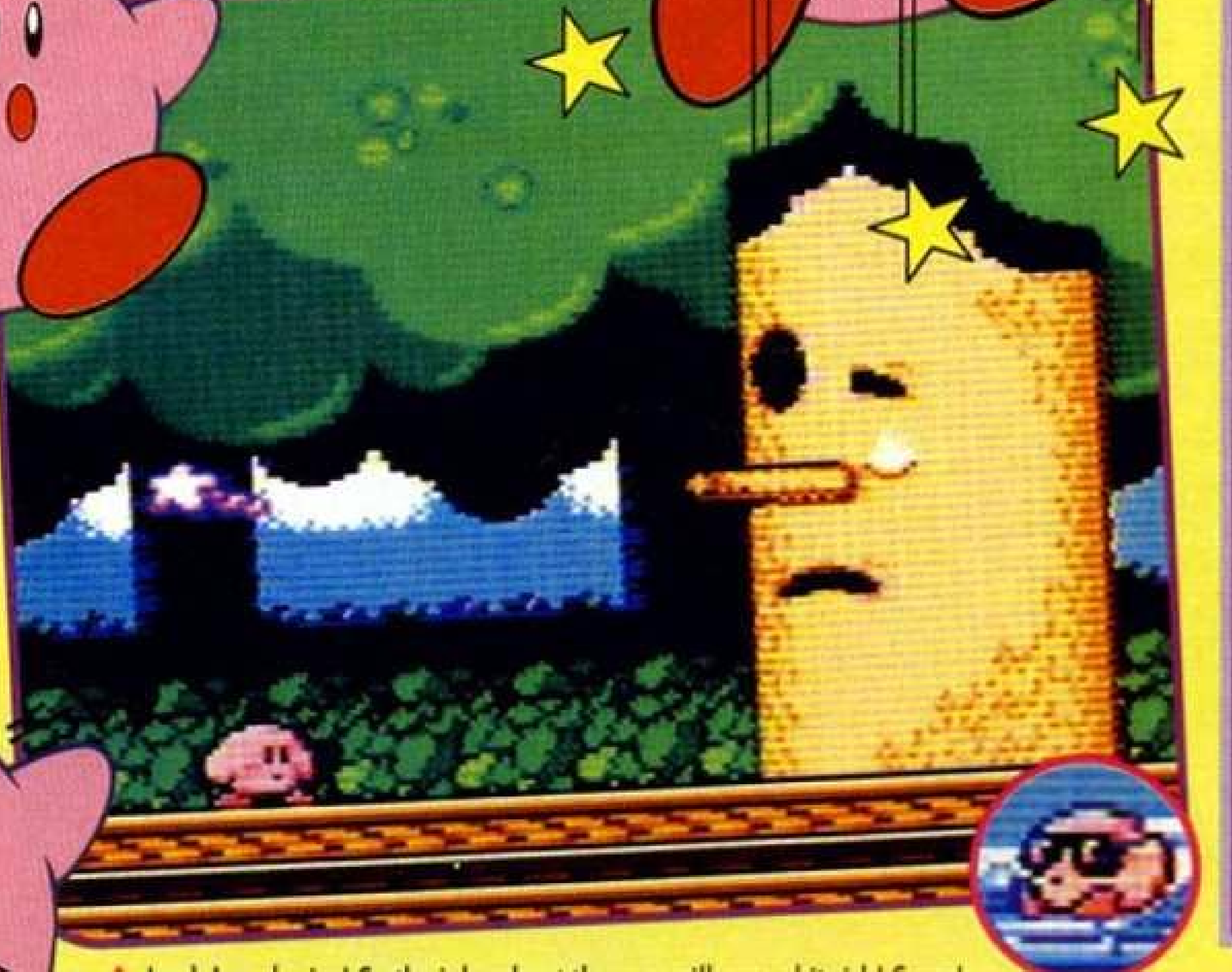
COMMENT

PAUL

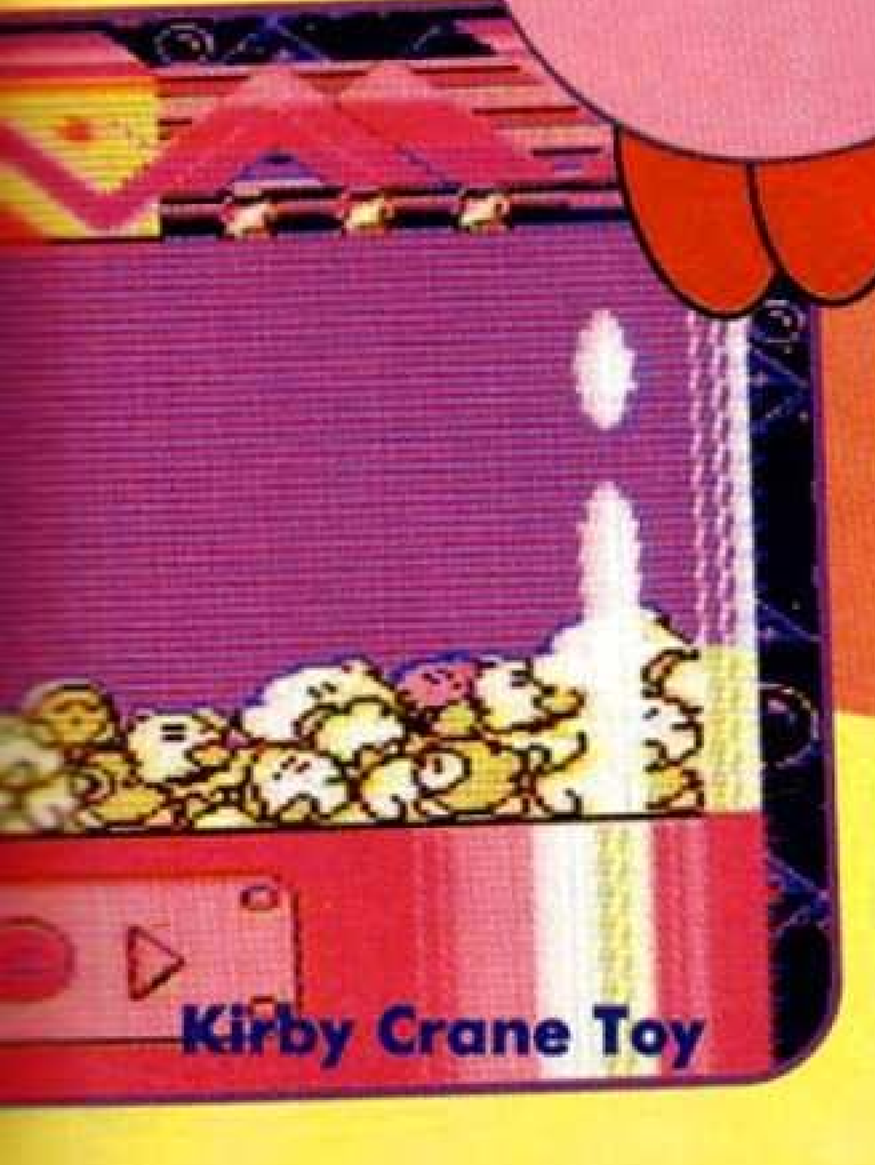
Once again I am ecstatic to report that Kirby's latest venture is absolutely incredible! He's brilliant! He's amazing! He's the best platform hero ever! He *is!* There's nothing he cannot do and this is proved by his casual use of sixteen (count 'em) different abilities with over forty lands from eight worlds! This latest adventure may not have the same amount of depth as Super Mario Bros III but the overall presentation and feel is far superior. Suddenly Kirby opens the window on the stifling NES market, lets a breath of fresh air rush in and makes everything exciting again. It is an easy game when compared to something like the Castlevania series but then Kirby's adventure is infinitely more fun to play. Shigeru Miyamoto is certainly guaranteeing his next massive fortune with little Kirby and I can account for at least a small part of it already as the copy used in this review now belongs to me. Seek out a Kirby of your own as soon as possible!



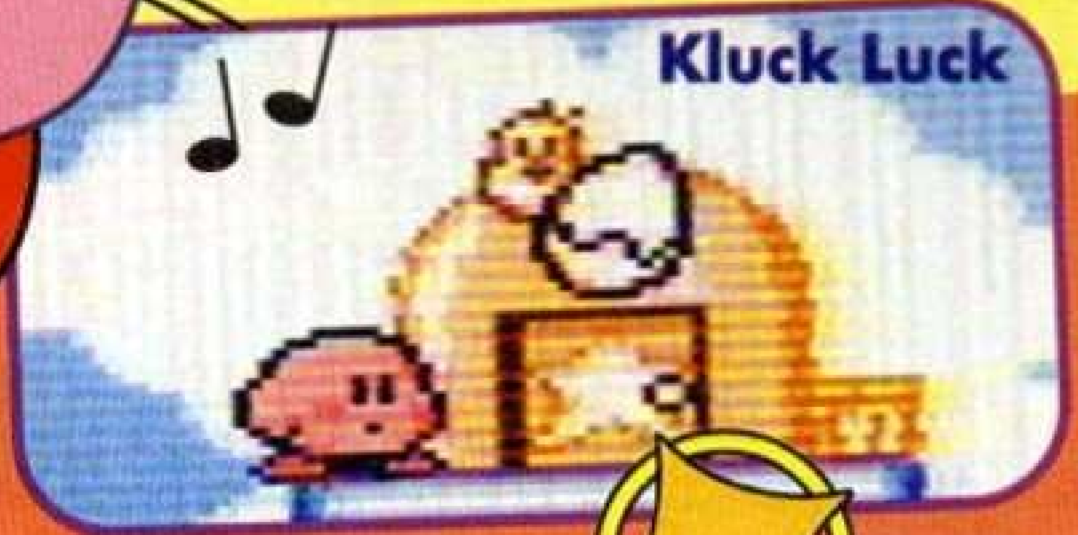
ones best of all!



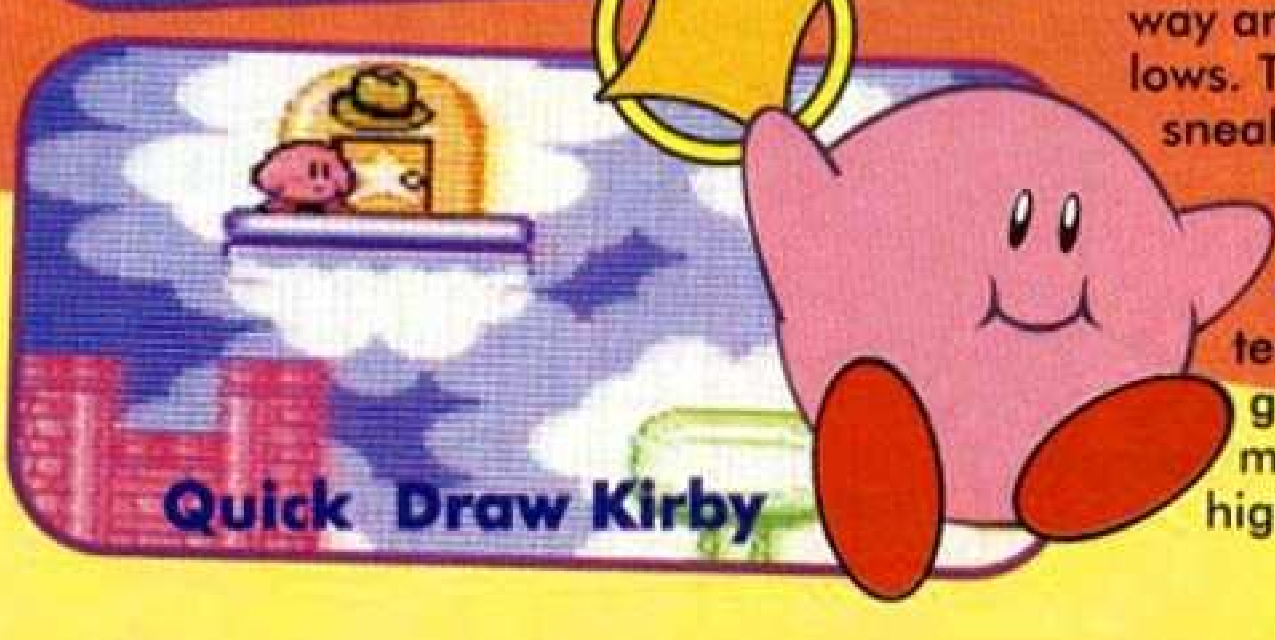
▲ Look I apologise! So the joke about the saw mill was a bit sick! Sorry!



Kirby Crane Toy



Kluck Luck



Quick Draw Kirby

SING IT, KIRBY! SING IT!!

In addition to the exploration levels there are three bonus areas for Kirby's assistance and general delight.

Kirby Crane Toy: One of the ways of gaining an extra credit or four is by skillfully manoeuvring the crane, snatching a cuddly Kirby and dropping it down the chute.

Cluck Luck: King Dedede joins in the fun for a manic game of catch the egg. Thirty eggs are tossed Kirby's way and his bonus score depends on how many he swallows. The situation is made more difficult by Dedede sneaking the occasional bomb into the proceedings. Bomb swallowing brings the fun to an explosive end!

Quick Draw Kirby: A stetson-hatted Kirby is pitted against a selection of Lord Nightmare's hottest gunfighters - the quickest on the draw wins! The more fighters that Kirby beats to the trigger the higher the reward.

KIRBY! KIRBY! KIRBY!

Judging by this enormous 6-meg cart it seems that there is very little holding this little chap back from doing absolutely anything he wants. Kirby impresses and distresses most other platform heroes with his boundless skills. His primary talent is his ability to inhale air and transform into a bizarre, balloon-type menace to Nightmare's henchmen. Kirby then uses the puff of air as a close-range missile, but he also has several other strings to his bow!

1. Skidding: By pressing jump and down simultaneously Kirby executes a wicked sliding-kick attack!

2. Swimming: Kirby swims and squirts water at his enemies for defence.

3. Swinging: Kirby steals microphones from the alarm clock-type baddies. He then voices his dulcet tones which shatter all enemies on screen.

4. Parasol: If umbrella wielding scum are absorbed, Kirby is armed with a brolly! This an excellent tool for thwacking goons over the head and it slows Kirby's fall when leaping from great heights.

5. Fire: Interestingly enough, eating dragons gives him breath of fire.

6. Sword: Knights carry swords. They attack with them too but Kirby steals their weapons for himself!

7. Needle: We almost jumped out of our seats the first time Kirby performed this scary trick! Some of his enemies impart the ability for Kirby's transformation into a mass of spikes. Nasty!

8. Rock: Kirby kills his enemies stone dead with this particular technique.

9. Hammer: Beating large Gorillas rewards Kirby with a huge hammer to crack over the baddies' heads. Ooyah!

10. Back-drop: Stag Beetles are the source of Kirby's spectacular wrestling-style moves. Look out for his spectacular backbreaking souplex manoeuvre. Reee!

11. Crash: By swallowing the walking bombs Kirby gains this 'crash' ability which sends dozens of Super Kirbys zipping about the place, killing everything in sight!

12. Spark: Kirby clenches his tiny fists and grits his miniature milk teeth as sparks fizz and pop about him, singeing any Nightmare scum.

13. Freeze: Has the opposite effect of Spark but is performs identically. Kirby's enemies turn into ice blocks which our hero may push at others in his way.

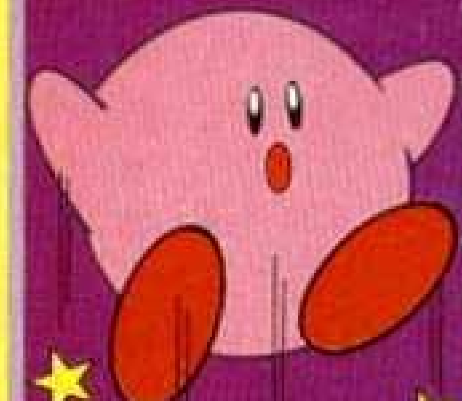
14. Burning: Kirby becomes a Dreamlandic torch, reducing his foes to ashes.

15. Wheel: Roll over Lord Nightmare! Kirby adds new meaning to getting tired and leaves many of Nightmare's pals flat out.

16. Hi-Jump: Scaling heights is easier using this hi-jump technique.

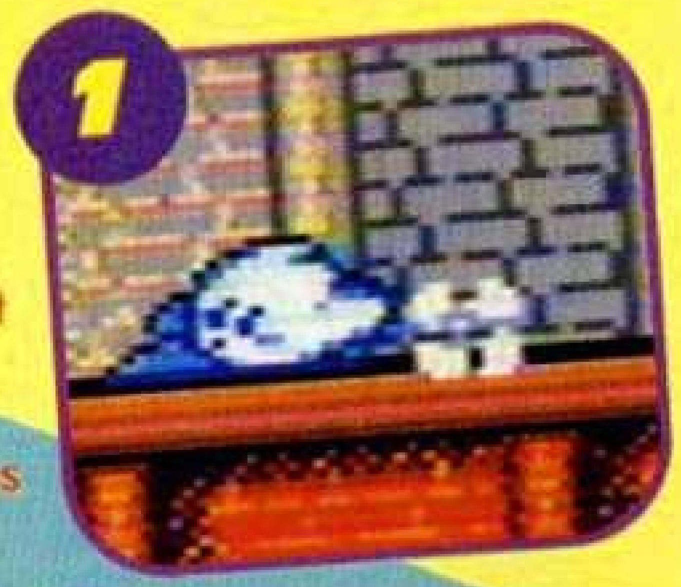
▲ A ship-shape Kirby prepares to set sail.

COMMENT



RAD

Whilst, unlike Paul, I'm not about to start bowing down before Kirby effigies, it must be said that he's probably the best video game character ever designed. There's so much he can do that the standard platform environment needs a bit of a rethink so as not to confine him. Kirby's first NES outing is inspiring, after months of seeing nothing but one platform clone after another, it's refreshing to play something this original. Originality isn't Kirby's only strong point though, the game is incredibly well presented and, most importantly, one of the most enjoyable going. However, whilst Kirby may be more playable than Mario 3 (which it is), the big downfall is the difficulty setting. With the infinite continues and the password system, it's an absolute piece of cake to complete, which is a real shame. Alright, there's a lot to see and loads of bonus rooms and such, it really is a big game but the actual challenge of the game won't keep you going for long. If you tire of a game the second you complete it, I couldn't really recommend Kirby, but most regular players should be drawn back by all the undiscovered secret areas and the sheer playability of the title.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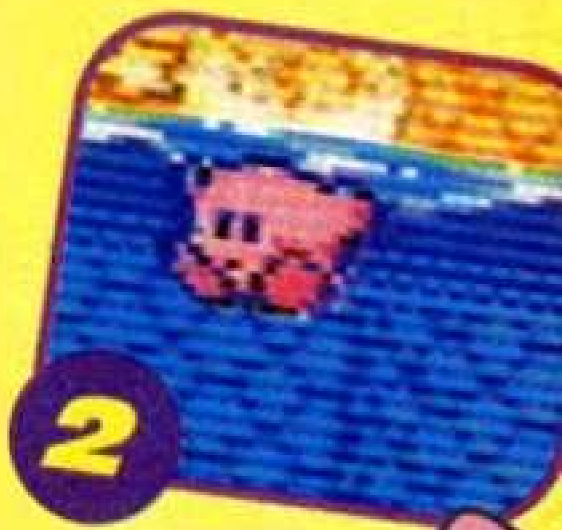
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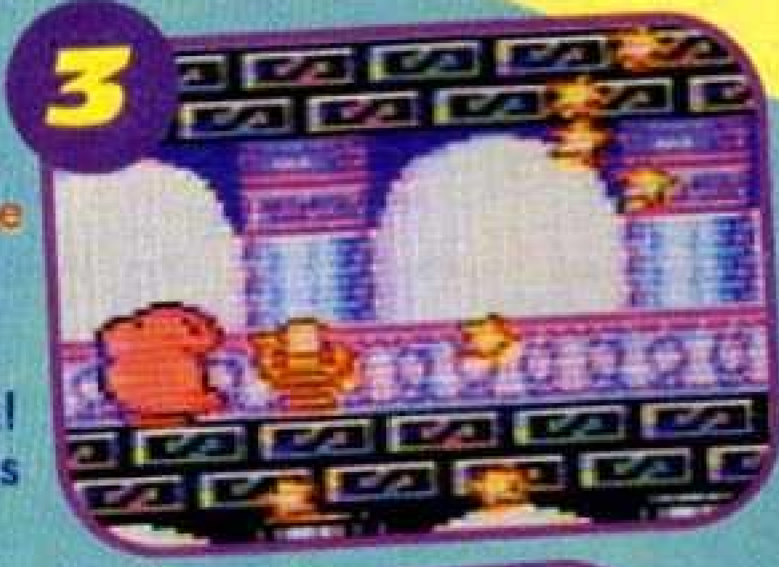
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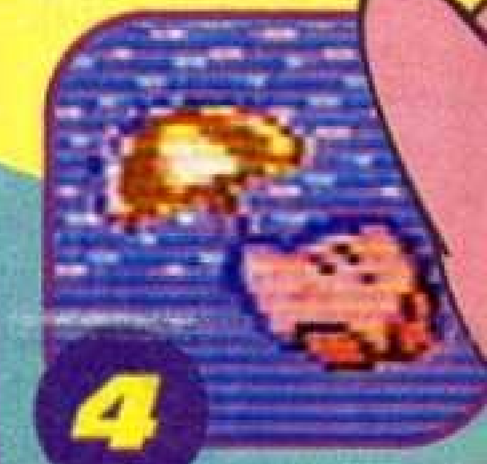
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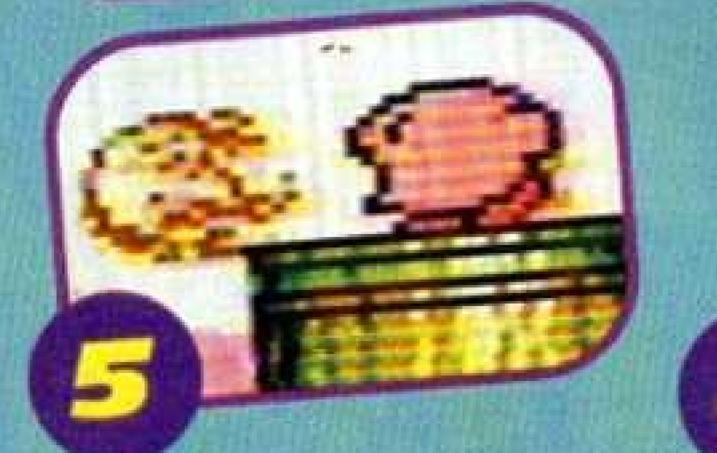
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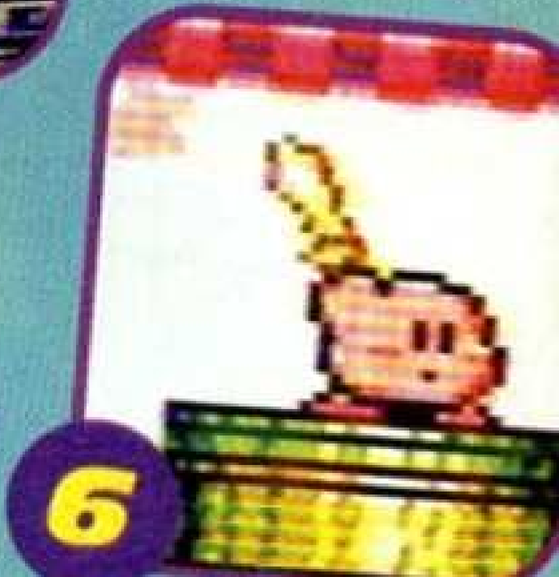
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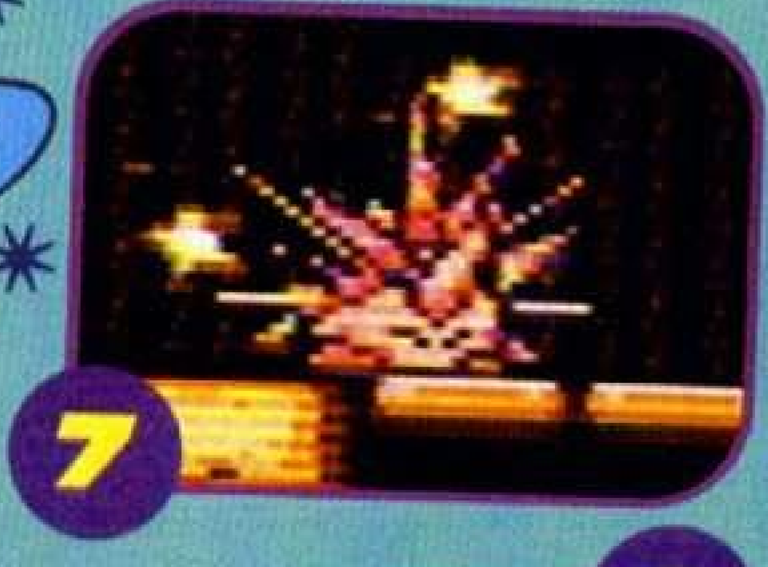
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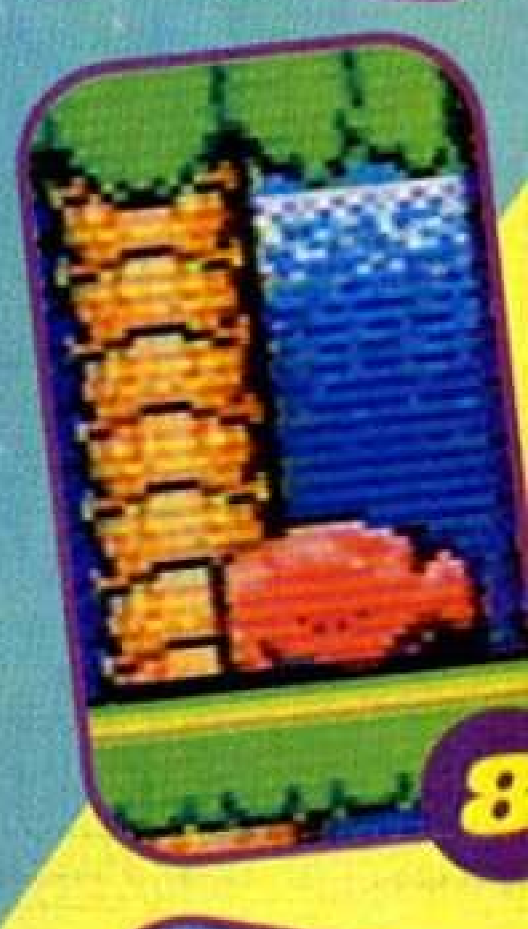
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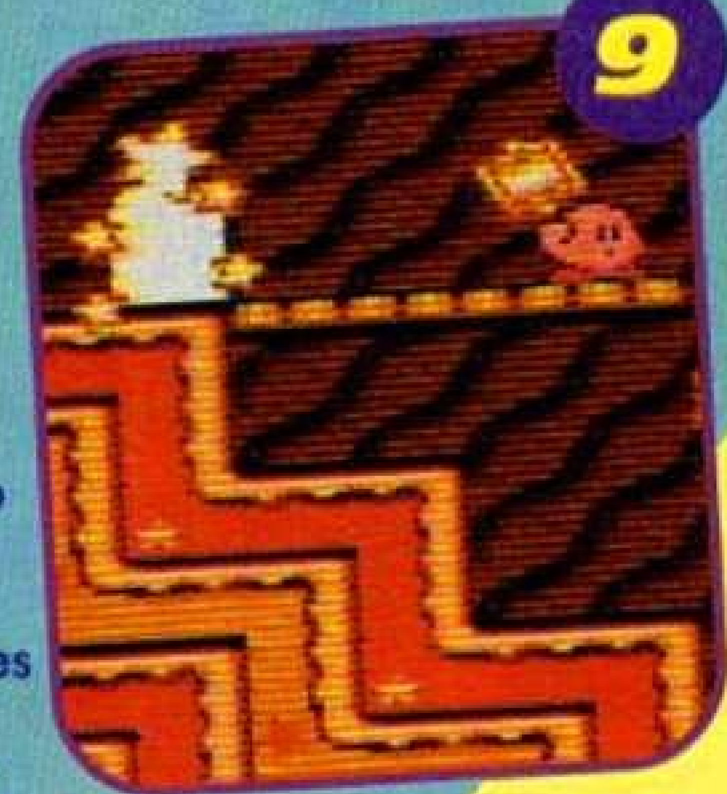
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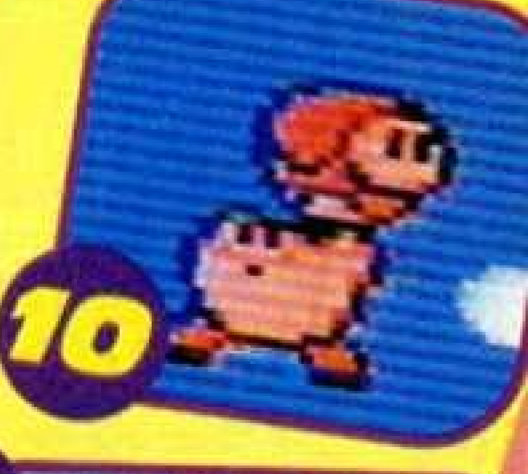
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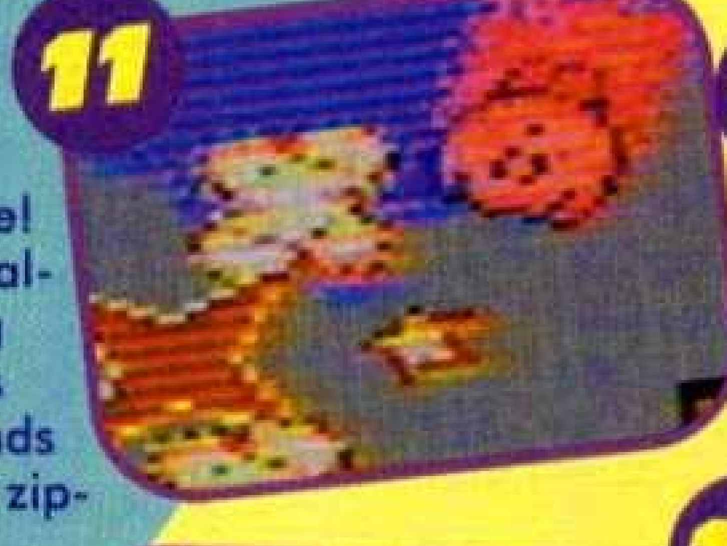
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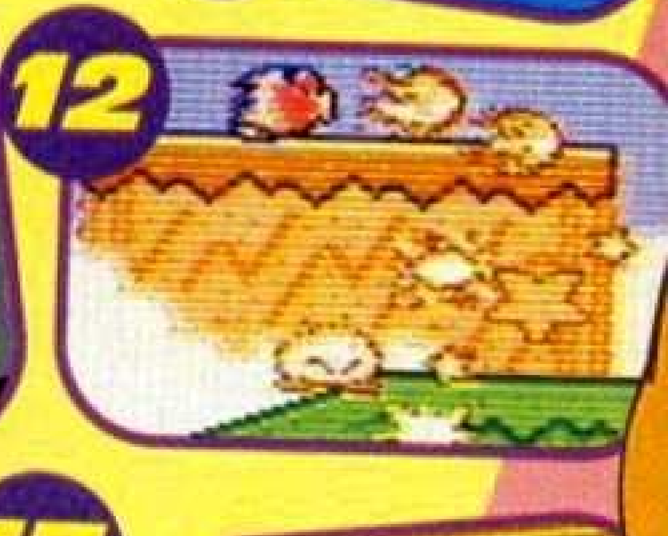
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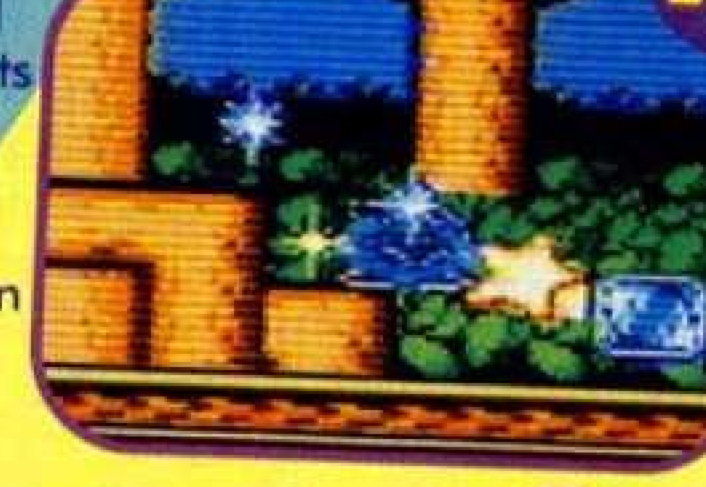
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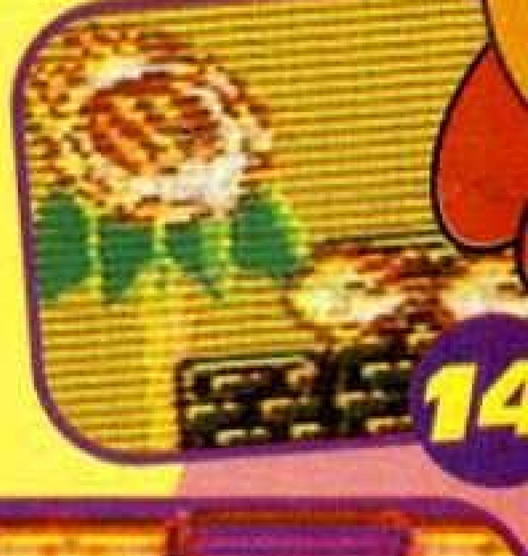
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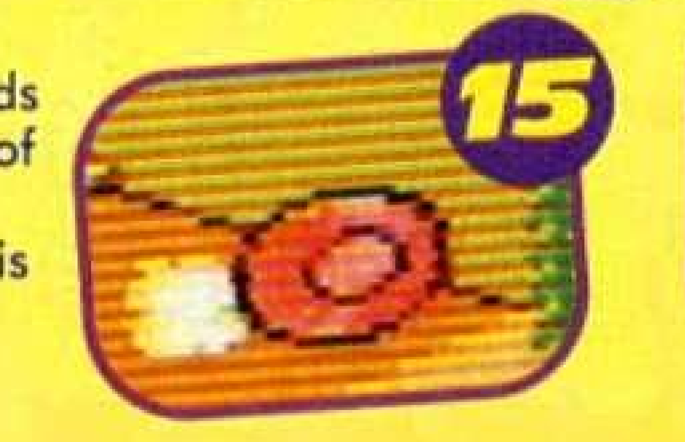
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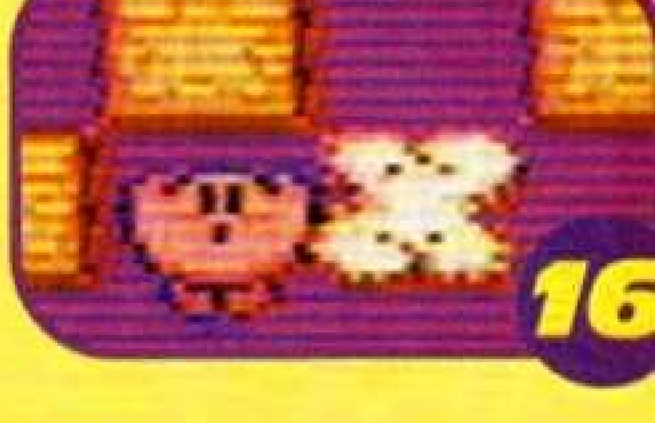
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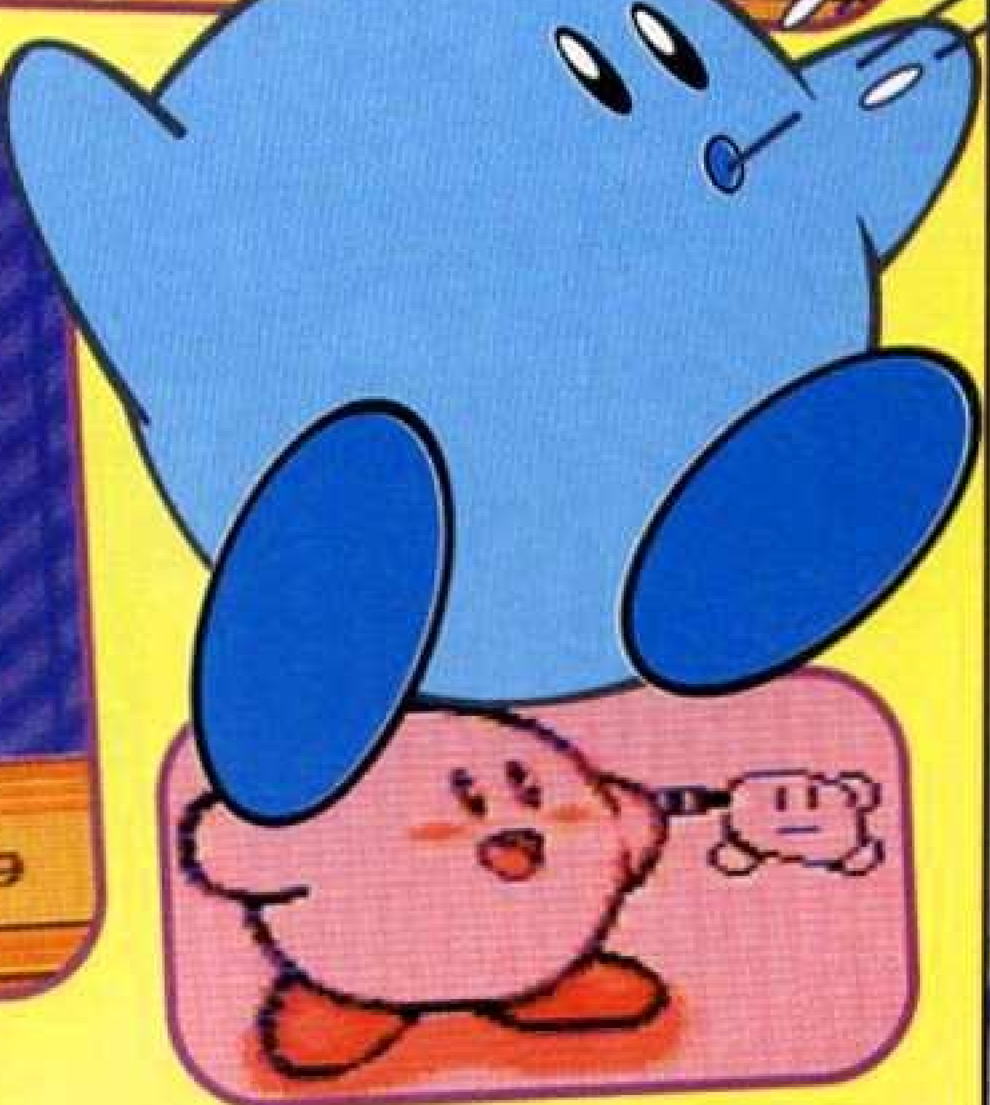
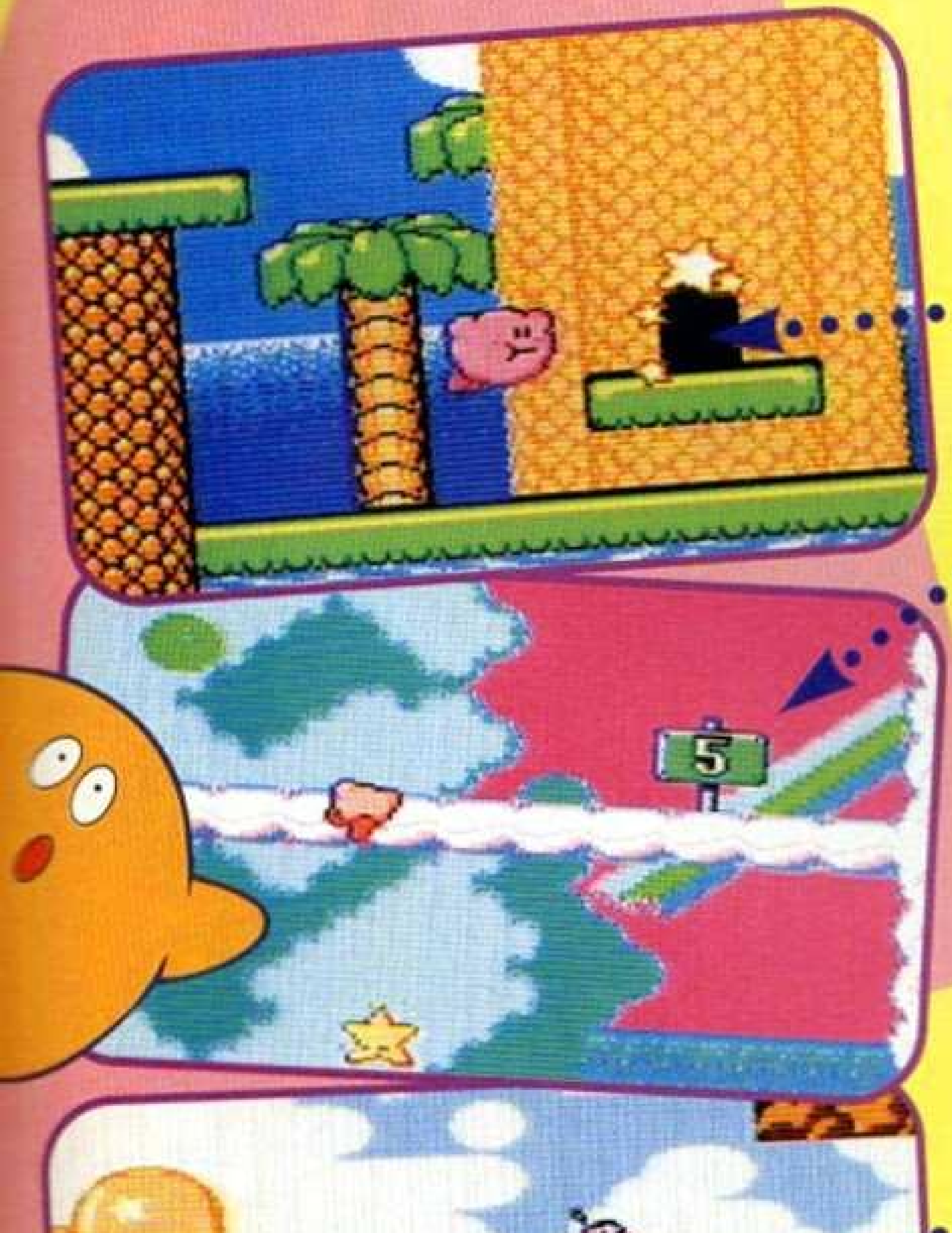
▲ Kirby demonstrates the adverse effects of too much Angel Delight!

▲ Slurp! That cake sure looks tasty, but I'm stuffed!



STAR WANGLED BANNERS



Upon the completion of each level Kirby is met with a star-spangled doorway with two big surprises in store. At least they're surprises the first time around!

How high can you try?: Immediately on the other side of the doorway is a magical platform that catapults Kirby into the air. As he shoots skyward, Kirby passes seven bonus platforms. Should he attain the top notch he gains a whole extra credit to enjoy. The remaining six merely provide bonus points - all excepting platform seven where a fellow Dreamlander reminds Kirby about the benefits of pressing the jump button to gain extra height! Why, of all the nerve!

Demolition: As soon as Kirby leaves a completed world he is rewarded with a red banner. This is his claim to victory and he spikes it proudly into the ground as he exits. To further celebrate his achievement a whole new area of the world is revealed before his very eyes!

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	☐	☐	☐
ACTION	■	■	■	■
CHALLENGE	■	■	☐	☐
REFLEXES	■	■	■	☐
ORIGINALITY	■	■	■	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	☐
MONTH	■	■	☐	☐
YEAR	■	☐	☐	☐

PRESENTATION 97

▲ Among the most incredible presentation ever witnessed for an NES game. Three saved positions and hordes of incidental screens make the package complete.

GRAPHICS 98

▲ Better than Mario? We think so! The graphics are minutely detailed and beautifully coloured. Kirby is perfectly animated. He's just incredible - words fail us.

SOUND 95

▲ The cart is worth buying just to hear Kirby sing, but the rest of the sound effects and jolly ditties are irresistible too.

PLAYABILITY 94

▲ A beautifully crafted control system. Kirby knows no limits!

LASTABILITY 78

▲ The fun element is strong enough to survive for months after completion.

▼ Unfortunately for the more accomplished gamesplayers, Kirby's Dreamland is is easily exhausted.

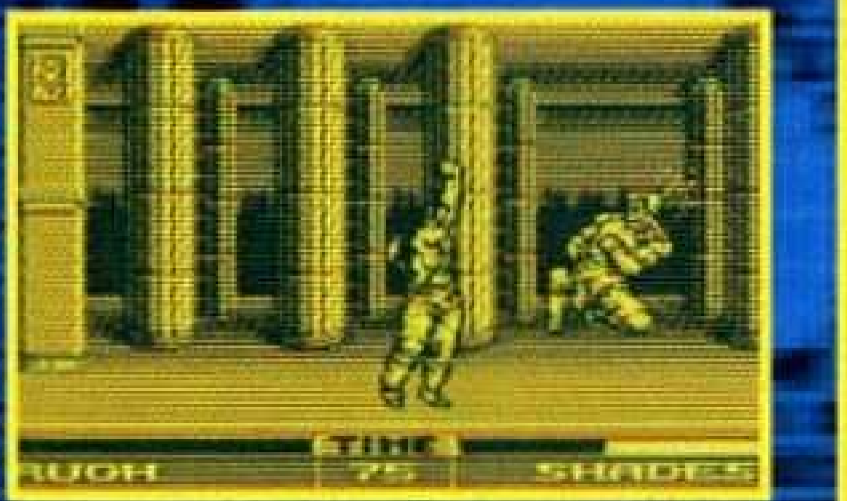
OVERALL 93

What could have been the best platform game on the NES is tarnished by ease of play. However Kirby is arguably the best *character* on the NES ever!

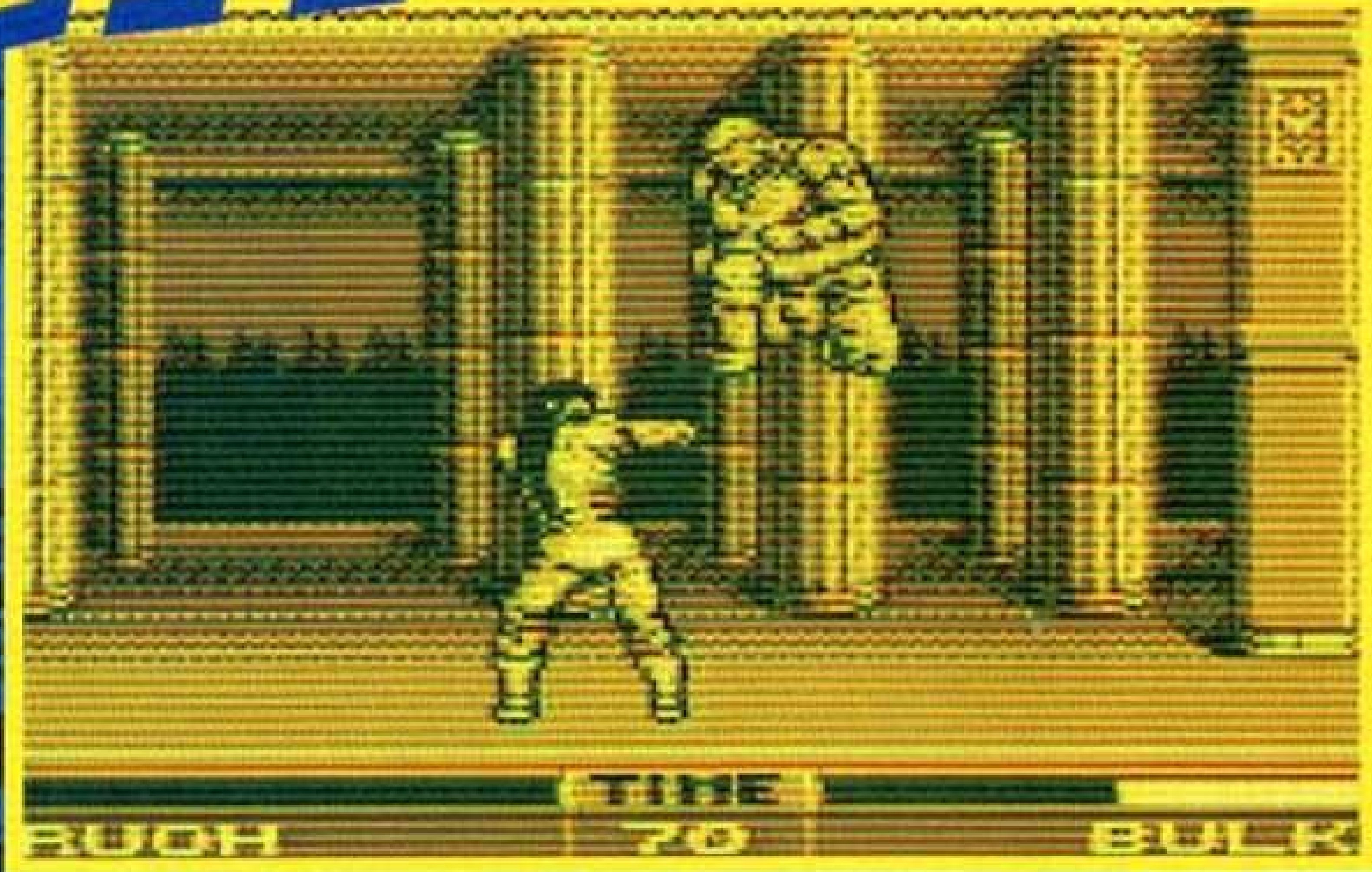
RAGING FIGHTER

The heat of the sun has strange effects on people. It disables the NMS staff writers and is responsible for completely ruining a group of seven friends' holiday in Greece. Frustrated by the heat Tao, Vandal, Aska, Bulk, Miyabi, Ruoh and Shades embark upon the biggest argument the islands have ever witnessed! Though Myabi does her utmost to quell this quarrelsome lot it is to no avail. Before they know what's happening the lads, and Myabi too, are issuing challenges to each other. What's more the battles are taking place all over the islands' sacred monuments! The locals are not pleased, but then it does them no harm to watch.

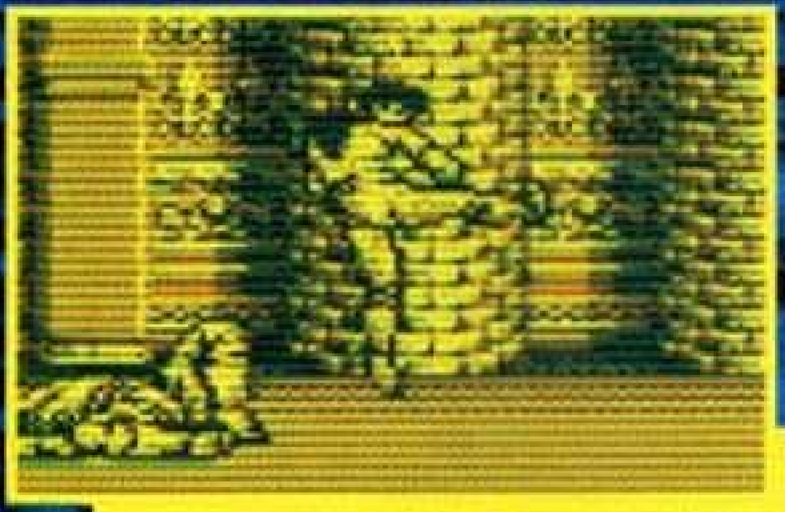
You take control over one of the six hostile, holiday makers and master their every move as they continue with their little tiffs. Win this impromptu competition and never have sand kicked in your face again.



▲ Underarm hairstyle disasters No. 1.



▲ Hey! Like my new tattoo?



ACHILLES HEEL

Whilst it is wise to practise all the offensive moves available to each character it's often just as sensible to learn how to cut through the opponents attack. For that extra element of surprise all six fighters have at least one secret move that the others know nothing about. These are performed in much the same way as Capcom's Street fighter II.

CART SPEC

- BY: KONAMI
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: BEAT EM
- CART SIZE: 1 MEG

▲ Come on, crack a smile. Go on...

PAUL

Raging Fighter isn't so great. It's got all the right moves but takes a dive as soon as the clock starts. The sprites are very impressive and look menacing enough. They also move around spectacularly once the action has started. It's certainly great to watch! Take control, though, and it is a different matter altogether. All the fighters have the expected special moves but the response is so sluggish it becomes annoying. Determined as a player is in getting the most from this title it is disappointing that things don't improve with practice. The basic mechanics are all here but it somehow it just doesn't gel. Good but not

FIRST FIGHT

Yie Ar Kung Fu was Konami's forerunner to Street Fighter II. It featured high-jumping Kung Fu fighters attacking each other with yo-yos, fireballs and other such long range attacks. Just thought you'd like to know that! Thankyou.

RATINGS

PRESENTATION

▲ Superb intro sets the scene. Lots of options with which to tweak the gameplay.

89

GRAPHICS

▲ Great animation on the huge, detailed sprites and excellent backdrops.

91

SOUND

▲ High quality sound effects chop through the fast-paced music.

87

PLAYABILITY

▲ Plenty of scope for two-players.

▼ One-player games can be frustrating.

68

LASTABILITY

▲ Unlimited fun for two-players.

▼ One player interest decreases fast.

76

OVERALL

Another great looking Konami title. Unfortunately it just doesn't play too well.

72

UNLEASH THE BEAST.

MEAN, MODIFIED & STREET-LEGAL
MAX POWER
MAY 1993
£2
THROBBING PURPLE MONSTER
We drive and survive the UK's loudest turbo 205
MANIC FIRST ISSUE
DO IT!
Give your Golf MK1GTI balls
Buy a sound Renault 5 Turbo
Install a thumping ICE system
GET FISHY!
Win £2500 worth of Piranha alarms
WIN AN ESCORT COSWORTH!
Unreal competition, totally real car
A4 PUG
★ STREETFIGHTERS – ROAD LEGAL, RACE WINNING ESCORTS INSIDE ★

Bring out the beast in your car. **Max Power,** a great new mag for car enthusiasts, shows you how. It's packed with all you need to know about modifying your car. What you can do. The kit you'll need. Where to buy it. What to pay. It's the most power churning, stomach turning, rubber burning car mag ever. So, tear along to your newsagents now for Max Power. And unleash the beast in your car.

MAX POWER

INTER ACTION MAILBAG

Smelling like Billingsgate fish market, and with a gummy, but sparsely-haired gash for a mouth, SEAL returns to empty his bulging mail sacks of their foul contents. So here they are in all their glory, your seminal works answered by the great aquatic hero himself...

RUSTIE LEE

Dear SEAL

We have renamed your company 'The Den Of Useless Games Players And Cheats.'

We took only five days to finish Zelda 3, but, as brilliant as we were, we could not get a full set of hearts before we entered Misery Mire as published in your April issue - this is only the first major cheat we noticed.

There is also Doctor Gary Harrod who should be called Doctor Game Genie User Extraordinaire, as he has hidden the fact that he cheated on Axelay and Space Megaforce by covering up the number of ships he's got. Guilty? Of course he is!

From your photographs you all look too over the hill to be any use on these games. I bet my six-year old son could beat you on them. And definitely my daughter who is 11.

We've noticed your only solutions to games are all Game Genie codes and not real tips. Could this be because you can't play without rubbing your lamp and entering the Genie? Or is it another page written by Gary Harrod?

Why weren't our brilliant Super Nintendo Scope scores published? Have you got something against parents or what?. We still haven't been beaten since your mag printed other scores, but where are our names? We have become captains, lieutenants and commanders and we still aren't in your bl**dy mag, even though Rent-o-Kill want to hire us as mole exterminators. Do these people have to sleep with you to get their scores published or are they paying you?

Jalmai and Jimmy Robertson, Bournemouth, Dorset

SEAL:Nah, we've got nothing against parents, and the main reason you're not in High Scores is because we haven't got round to putting you in yet. There's no conspiracy against you, we don't come around and sit in your garden at night, giggling as we plot against you. In fact, we've forgotten about you already. As far as Gary Harrod using a Game Genie. Gary will be paying you a visit to discuss this with you shortly.

Mega artwork of MegaMan from that clever chap Tony Mines.

TOMMY BOYD

Dear SEAL

Remember when you had those Street Fighter II profile cards? Well, I had those cards, but on March the 22nd my Mum washed my jacket with the cards inside one of the pockets which means they are now useless. Could you please, please send me some more. I am willing to pay a reasonable price for them. I might do you a favour in return!

Richard Fowlie, Aberdeen, Scotland

SEAL: Nope. All such cards have now been mixed with water and glue to create a stunning Tracy Island model for Steve and Andy's desks. Sorry about that.

LESLEY JUDD

Dear SEAL

Correct me if I'm wrong but weren't the NMS lads modelling Sonic T-shirts in the March edition of C&VG? I was disgusted and I write on behalf of all Nintendo fans. Also, why did NMS rate Jimmy Connors' Tennis at 73% compared to C&VG's over-the-top rating of 93%? Is it that NMS can recognise a bad game when they see one or is it that C&VG think that every game released is a godsend. Your mag is great, keep up the good work.

Olan Keating, Cork, Ireland

SEAL:The NMS lads also work for our sister mag MEAN MACHINES SEGA, so they can validate wearing Sonic shirts. As for Jimmy Connors, it's a flawed game and that's why we rated it as we did. Play it for any length of time and then you can see who is right.

CHRIS BIGGINS

Dear SEAL

First of all I would like to congratulate the banana on his sense of humour. Congratulations banana! Now, down to business. I am getting sick and tired of whining brats like S Evans (issue 5) who drag on about game addicts. Sure there are a few sad people who play computers in their every spare moments, but that's about 5%. Plenty of console owners *do* like to sit down and play a game for 30-40 minutes, maybe longer, and they also have lives. Get it into your thick skulls that the majority of console playing people are nice, social human beings. Oh yeah, where you say "why don't they go out and get a girlfriend or something?" What are you trying to imply? Are you boasting that you managed to get off with Sharon behind the bike sheds? Before insulting nice people try taking a long;hard look at yourself, you extremely sad lad.

If S Evans wants to write in and insult me because I live in Belgium, then fine. At least I don't resort to racism like some other ignoramuses I could mention. Can you speak any other languages? Français? Non. Deutsch? Nein. Weil du bist ein dumkopf!

Nick Adams, Belgium somewhere

SEAL:Sorry about changing that last word, nick, but our German readers may take offence - and I also think that proves we are most certainly fluent in several languages. As for lives, we've got them, too. There's many a time the NMS crew can be found at the Trocadero playing the latest video games...

DEREK GRIFFITHS

Dear SEAL

In issue 5 I read in SEAL's mailbag that if you send a sample review to a magazine and keep pestering them you might get your big break. I, of course, would love to do reviews for the greatest, ultimate console mag in the universe and I have done a small review for George Foreman's KO Boxing on the Super NES.

In this boxing simulation you are the gentle giant, George Foreman. Although the title sounds good, the game itself isn't that good. They say never judge a book by its cover - this game is an exception. The whole idea of the game is to win the heavy weight championship belt. There are 16 of the toughest, meanest dudes around from every corner of the globe. The control of big George is terrible. You can dodge left or right and two types of punch. The graphics are pretty good but the background starts to annoy after a while. Only a die hard boxing fan would want to buy this.

I suppose that review is no way as good as yours but what do you expect from a 13-year old. Please write back.

David Gray, Dumfries, Scotland

SEAL:We get loads of job enquiries, and the best way to get a job with us is to bribe us. So, if you want a chance at a job, send us an envelope containing a written review which is also accompanied by packets of Jelly Tots, Tutti Fruttis, Rolos, Toffos, or Scampi Fries. Oh, and Mini Eggs, I particularly love Mini Eggs

LIZA GODDARD

Dear SEAL
Last week at school we had a debate about video games and Nintendos, and our teacher, Miss Crowther asked us all to bring in game boxes and magazines to talk about them. And I brought NMS with me because I think it's mega, and showed her my friend's name in the High Score section. But when she saw it she was really shocked because she said it was very insulting to the people who were made out to be liars in Jimmy Chin Corner. And she said that it wasn't fair to have a page for people who were dead good at games because most of us aren't that good, and we should be enjoying the games without competing amongst ourselves. So I think you should take out the high-score pages and put in lots of pictures from readers.
Eammon Morris, Dibley, Yorks

SEAL:Gosh, what a sense of humour your teacher has! Jimmy Chin Corner is a laugh, and anyone who sends a pic or faked score just knows they are going to get there. Dear oh dear, some people are just so straight-laced...

RODNEY BEWES

Dear SEAL
Why don't you review games like PGA Tour Golf, Test Drive II, and Battle Clash?All these games were released recently, and there's still not a word about them. Instead, the magazine seems to cover games that are between three and twelve months ahead of their UK release dates. I've heard of exclusive previews, but this is ridiculous!

I realise it's not your fault that 'software slippage' occurs, but could you please try to cover games scheduled for a UK release, and print their release dates? It seems to me that Europe in general is lagging behind in the Nintendo scene, but this is probably inevitable as the games are developed in the US and Japan. Even so, the gap between import and official releases is frustratingly long - especially as most Super NES games are well worth waiting for. I read with interest that Nintendo have now taken over the distribution responsibilities with their UK software, and I hope things speed up very soon.

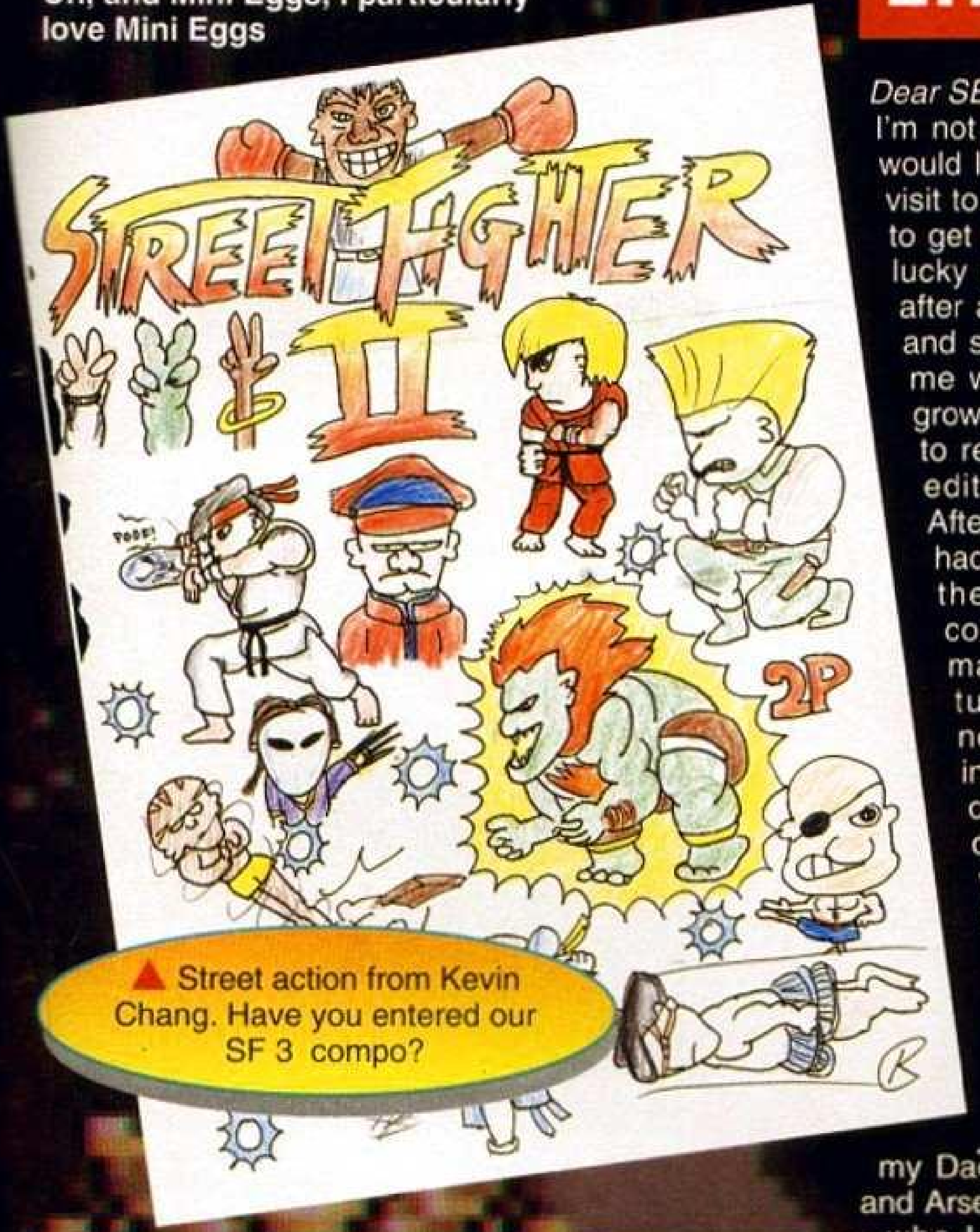
Owen Davies, Aberdeen

SEAL:The main reason we never covered the games you mentioned is because they are all rather CRAP. However, just for you - and for the countless other people requesting it - as of this month, we launch Off The Shelf in which all the latest scheduled official releases are reviewed (or re-reviewed). Aren't we kind?

LYNDSEY DE PAUL

Dear SEAL
I'm not trying to scrounge a job or anything, but I would like you to read my review of last Sunday's visit to my Gran's. First, my little brother managed to get out of it by going to his mate's house - the lucky git! - and when we finally got there after a three hour drive, we went in and sat down. My Nan greeted me with a 'My, how you've grown!" and I settled down to read the Tuff E Nuff edition of your mag. After an hour, we all had to walk over to the piano so we could look at the many family pictures, and by now I was starting to die of boredom. Next, it was dinner time and we had buttered brown bread (which had obviously been buttered several hours ago), some salad and - yuk! - seaweed quiche! Eurrrgh! Then we all sat down and had to watch 'Murder She Wrote', and whilst this was going on my Dad was moaning about the Grand National and Arsenal beating Tottenham - who I happen to support. After three hours of this, we went home - and about time, too.

Overall. I would award the day 7% - and it only gets that because the biscuits we had after the quiche were quite nice. Also, at one point I was so bored I read the NMS index, and even went on to have a go at the competition.
Danny Colverson, Wallington
SEAL:Have any other readers had a day out they feel the need to relate to us? No? Good, keep them to yourselves...



▲ Street action from Kevin Chang. Have you entered our SF 3 compo?

PATRICK MOWER

Dear SEAL
My Super NES is very new, so I have only been reading your mag since issue five. However, I rarely buy games for my console as they are far too expensive, and I can never make my mind up whether to buy a beat 'em up, a shoot 'em up or a platform game. I think, however, I have a solution which means that prices wouldn't have to come down. All you do, is create a shoot 'em up which, after the first stage, turns into a beat 'em up game. Following this, platform levels could also be added. Please pass this idea on to whoever writes the games.
Glen Neal, Coventry

SEAL:Hey what a great Idea, said SEAL enthusiastically. That way all games would be the same and you wouldn't need to buy more than one (heavy sarcasm).

▲ Excellent Ryu rendition courtesy of Mario D'Angelico. More please Mario!

Q+A

READER SYSTEM

Starwing grabs! Starwing grabs! Get 'em while they're hot. They're lovely.

O lordy, it's that time of the month again when Jazza dons his special answering cravat and answers the questions that have been on your minds over the past month. So, if you've got any questions you'd like answering, send 'em in to Questions and Answers at this address - QUESTIONS AND ANSWERS, QUESTIONS AND ANSWERS, I LOVE QUESTIONS AND ANSWERS, Q&A, NINTENDO MAGAZINE SYSTEM, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Questions and Answers - for all your questions and answer requirements.

JIMMY KRANKIE

Yo Jazza

I have a few questions to ask you, and would be very pleased if you could answer them:

1. Is Tazmania coming out for the Super NES, and if so when?
2. Are there any cheats for Super Soccer?
3. Can you play as the same character in Mario Kart?
4. How can I get hold of your Street Fighter II video and CD?
5. Is there going to be a Super Mario World 2?

Martin Aitkenhead, Fraserhead

JAZ:1. Yes, courtesy of Sunsoft - although don't expect a conversion of the Megadrive game. It'll be on import within a couple of months, with an official date to follow. 2. Nope. 3. Nope. 4. Try ringing our back issues dept - but don't ring us, we can't help. 5. I expect so.

A video yesterday.

TOMMY TRINDER

Dear Jaz

Could you please answer these questions for me:

1. Will StarWing come down in price?
2. Which is the best game out of Axelay, Super SWIV, and StarWing?
3. What kind of game is Mario Is Missing?
4. Is Flashback coming out for the Super NES?
5. Is Bubsy The Bobcat going to be easy to complete like Sonic?
6. Please rate and score the following games for me: StarWing, Alien 3, Tiny Toons, Super Star Wars, Zelda III, The Terminator, and Cybernator.
7. Have you heard any more about the Super CD?

Matthew Bailie, Southampton

SWIV-el on this alien scum.

Bubsy. Is he any good or what?

JAZ:1. Its official price is £50, but who knows what could happen in the future. 2. StarWing, with Axelay a close second. 3. 'Edutainment' - ie. it's 'learn as you play' time. 4. Yup, sometime nearer Christmas. 5. It's too early to say. 6. They're all well into the nineties apart from Terminator which I reviewed the other day on telly and said it was complete cack. 7. No, no, and for the last time, no!

Leaving so soon, Mister Skywalker?

GRACIE FIELDS

Yo Jazza

I own a Super NES and I have some questions that I hope you can answer:

1. When will Silly Putty be released?
2. Will Starwing go down to £45?
3. Is it true Starfox is going to be called StarWing? If so, why?
4. Will either SFII Championship Edition or Turbo Champion Edition ever be released for the Super NES?
5. When is Road Rash coming out?
6. Is Lemmings II coming out for the Super NES? If so when, and how much will it cost?
7. When will the Super Deck be released?
8. Will there be an adaptor which allows Game Boy games to be played on the Super NES?
9. When will the next Super FX game be released?
10. When is the CD ROM unit coming out?

Jonathan, No Fixed Abode

JAZ:1. It's now called Super Putty, and should be out in September. 2. Doubt it, but who can tell? 3. Yes, because Nintendo say so, I suppose. 4. No, but Hyper Fighting is on its way! 5. There's no release date as of yet. 6. It seems likely, but there are no takers yet.

BERNARD MANNING

Dear Jazza

Please, please, please answer my questions:

1. Will Rolo To The Rescue come out for the Super NES?
2. What is the release date for Cool Spot on the Super NES?
3. When is Xandra's Adventure going to be officially released?
4. And when is Chester Cheetah going to be officially released?

Dave Rainey, Ballymena

JAZ:1. EA have no plans at the mo. 2.There isn't one. 3 and 4. There are no firm dates for either yet.

Q LENNY BENNET

Dear Jaz
This is the first time I have written to your fine mag, and I would appreciate it if you would answer my questions:
1. I have just seen the Mortal Kombat arcade machine on GamesMaster, and I think it looks brill. Do you think it is better than the SFII coin-op? Also, who is converting it to the Super NES?
2. My Brother loves Lemmings and wants to know if Lemmings II is coming out for the Super NES.
3. With Art Of Fighting being a 102MEG game on the Neo Geo, will it be a 16MEG game on the Super NES?
4. When will the excellent Ki Ki Katai be released in the UK?
5. Why are Queens Park Rangers the greatest Premier League team?
Brian Lehane, Northampton

A

JAZ:1. I don't think that the coin-op is better than SFII. A conversion is being programmed for Acclaim in the US. 2. See a couple of letters back. 3. So we are told. 4. There's no official date, October seems quite likely. 5. They're not. Arsenal are. Goon-ers!

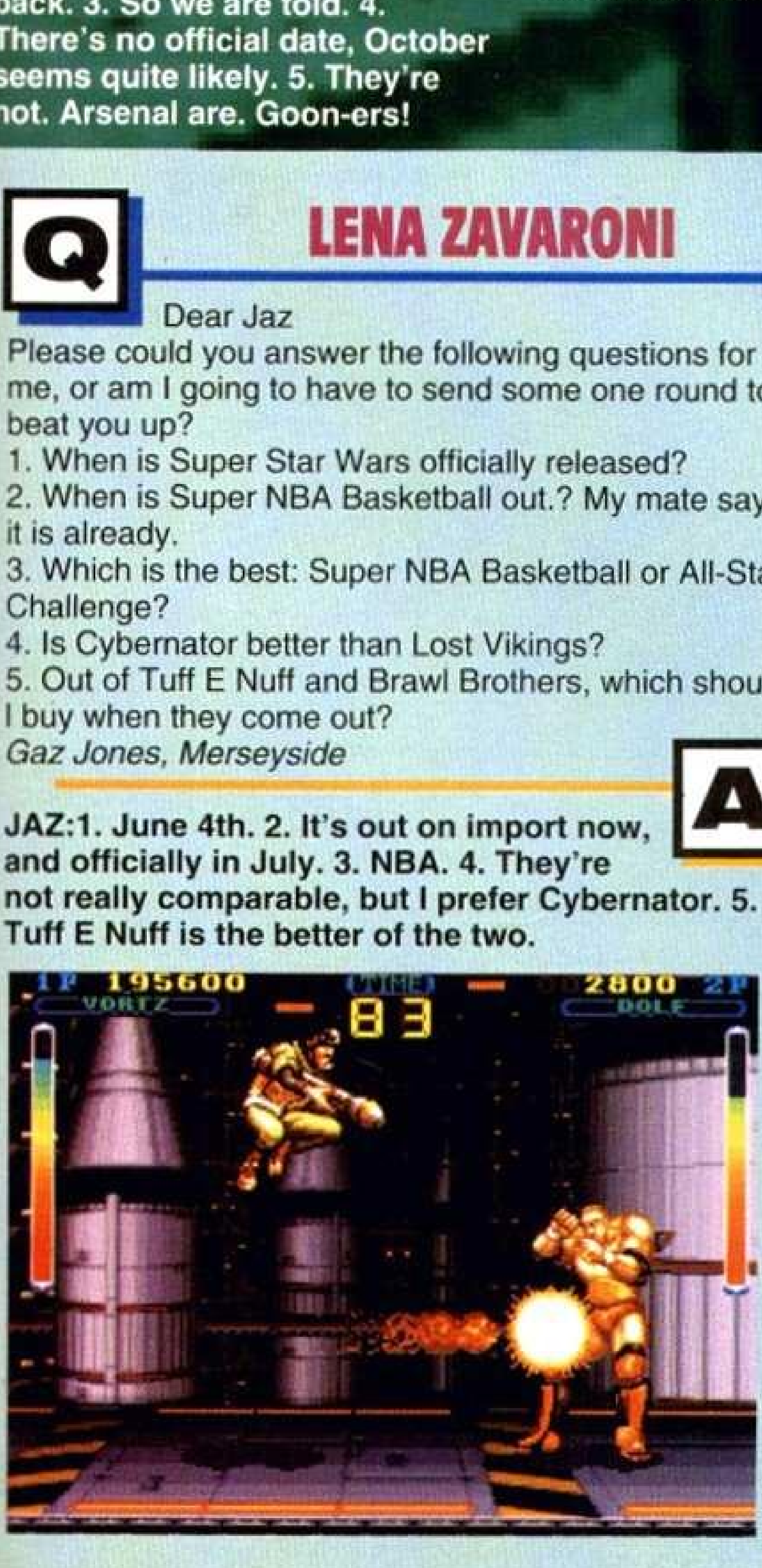
▲ Egg Bag, Bag Egg. Not like that. Like that. Spoon Jar etc...

Q LENA ZAVARONI

Dear Jaz
Please could you answer the following questions for me, or am I going to have to send some one round to beat you up?
1. When is Super Star Wars officially released?
2. When is Super NBA Basketball out.? My mate says it is already.
3. Which is the best: Super NBA Basketball or All-Star Challenge?
4. Is Cybernator better than Lost Vikings?
5. Out of Tuff E Nuff and Brawl Brothers, which should I buy when they come out?
Gaz Jones, Merseyside

A

JAZ:1. June 4th. 2. It's out on import now, and officially in July. 3. NBA. 4. They're not really comparable, but I prefer Cybernator. 5. Tuff E Nuff is the better of the two.



Q ERNIE WISE

Dear Jaz
I have only one single question: in issue 6 you said there aren't 97 worlds in Mario World, but in issue 7 you then said it is true and that the extra world is found within the Ghost Ship. You also said that NMS printed this first - but where? I have found 96 worlds, so please tell me where exactly it is.
Tobias Reich, Munich

A

JAZ:There are 96 worlds, and the 97th is in fact a rumour started by The Sun. It doesn't exist, and if we did say there was one it was a spelling mistake. Or something.

▲ Great Lampstand though, eh readers!

Q MARTI CAINE

Dear Jaz
Please answer the following:
1. When is Duck Tales II out for the NES?
2. When will Darkwing Duck be out for the NES?
3. Is Duck Tales II going to be harder than the first game? I found the first game far too easy and don't want to waste my money.
4. How much will Duck Tales II and Darkwing Duck cost?
5. Will Desert Strike be released for the NES?
Jonathan Tiley, Swindon

A

JAZ:1. The last thing we heard was it was lining up for an August release. 2. I think it's following Duck Tales - probably in September. 3. Dunno mate, we have only seen it briefly. 4. Prices haven't been set yet. 5. Nope.

Q DUNCAN NORVELLE

Dear Jaz
I hope you print my letter because wrestling fans all over need to know this information:
1. Are there any new wrestling games coming out for the Super NES? If so, what are they?
2. Can I get games on import any cheaper?
3. If so, where can I get imported games?
R Lormouth, Southampton

A

JAZ:1. Acclaim are working on WWF2, but otherwise the wrestling scene looks a bit dead. 2. If you shop around. 3. From importing dealers, funnily enough...

Q LES DENNIS

Dear Jaz
Please would you answer some questions for me:
1. When the Super CD system comes out, will I be able to play my music CDs on it?
2. Is Super Mario World AKA Super Mario Brothers IV?
3. Do you think Super Tetris and Bombliss is any good? What percentage would you give it?
4. Is Amazing Tennis better than Super Tennis?
5. Which is the better: the Action Replay or Game Genie carts?
6. When will Super NBA be released?
7. If you owned a Hornby Super Deck which five NES games would you buy?
8.Any chance of getting hold of an issue one of NMS?
Kevin Garside, Huddersfield

A

JAZ:1. We have no details, but I imagine so. 2. Yup. 3. I think it's excellent and have spent countless evenings working my way through to the final stage - I'd give it well into the 90s - maybe even 96% - especially for the excellent two-player mode! 4. No, Super Tennis still reigns supreme. 5. They're both much or a muchness. 6. Imminently. 7. Mario III, Eliminator Boat Duel, Mr Gimmick, Kirby's Dreamland, and Kickle Kubicle. 8. You could try our back issue department.

Q JIM BOWEN

Dear Jaz
Please would you answer the questions:
1. Is Mario Paint any good?
2. Of Tuff E Nuff and Street Fighter II which game are you more likely to get bored with first?
3. Is the Street Fighter II joystick worth its price?
Kris Jaques, Castleford

A

JAZ:1. It's a laugh, but hardly has oodles of lasting appeal. 2. It's a toughie, but Tuff E Nuff loses out slightly in the lasting appeal stakes. 3. No, it's far too flimsy.

NMS HIGH

Oops - forgot to switch myself off last night. Still it's always interesting watching the burgulars break-in and rumble the NMS offices even as the Staff are chained to their desks. Unfortunately my circuits don't allow violence of any kind and , well I digress. This is a great loss seeing as they also managed to make off with a couple of my circuit boards in the process. Still, I doubt that they were necessary. I'm managing well enough without them. Scroink! Anyway, to the business of the day. Let's take a look at all you would-be high-scorers this month...
The Score Monitor (Mk V)

SUPER NINTENDO

AXELAY
2,243, 970. Mark Fenn, Cheshunt, Herts.
SCORE MONITOR: Crivens! I feel my circuits going into overload!

CONTRA SPIRITS:
2,961,540 Rochard Abrahart, Sandiacre, Notts

DESERT STRIKE
300, 500. David Walker, Beddau, Mid Glam.

FI EXHAUST HEAT
108 Richard Williams, Hesterway, Cheltenham

FINAL FIGHT:
3,483,313 Scott White, Newbury Park, Essex

F-ZERO:
96,800, Simon Davidge, Shirebrook, Mansfield

GODS
386,818 Ian Rabbetts, Dublin, Eire

JAMES BOND JUNIOR
3,635,450 Anon
SCORE MONITOR: It's that Anon chap again! Who is this super-hero? Penry, the mild-mannered Janitor.

JOE & MAC - CAVEMAN NINJA:
700, 000. David Walker, Bedau, Mid Glam. Wait just a tick! Aren't these scores just a little bit suspect? Any more like this and the Walker Bros name becomes synonymous with Jimmy Chin Corner!

PARODIUS:
2,678,700 Nathan Simmonds, Quorn, Leics

SUPER MARIO KART
Special Cup:
DONUT PLAINS: 3: 1: 42: 95. Best Lap: 0: 19: 59. (LUIGI)
KOOPA BEACH: 1: 10: 26. Best Lap: 0: 13: 78. (BOWSER)
GHOST VALLEY: 1: 36: 59. 0: 1: 36. Best Lap: 0: 18: 36 (LUIGI)
VANILLA LAKE: 2: 1: 18: 81. Best Lap: 0: 13: 83. (KOOPA)
RAINBOW ROAD: 1: 45: 09. Best Lap: 0: 19: 92. (KONG)

CHARLES PRESTON
See this! This is Charles Preston, the chap responsible for donating his 'superior' course and lap times for Super Mario Kart's Special Cup. Here is a blow by blow account of the thoughts running through Charles' head before submiting them to us.
Picture 1: 'Hmm. Those lap-times look damn fine to me.'
Picture 2: 'Oh, but those NMS boys are sure to laugh at them - me being so disgraceful and all.'
Picture 3: 'Wait a minute! I could invent some better times and send those instead!'
Picture 4: 'Yes! Yes! Preston you're a genius. A grotesque genius, but a genius all the same! Now then, "Dear NMS..."'

SPIDERMAN AND X-MEN
5,116,300 'Cad', Brockley, London
SCOREMONITOR: Ah! At last an entry for one of my favourite platform games. And what a debut, courtesy of Cad.

STAR FOX
Level Three - 66900 - 95% - All team's shields perfect.
Sigh. Paul's disgraceful effort is included here in the hope of encouraging more outstanting entries!

STREETFIGHTER II:
1,230, 400. Eddie Lau, Hayes, Middlesex. (Level 7 with photo as proof!)

KEIR MARTIN
This is Keir Martin, holding is breath until we print his dubious Street Fighter II score. How long should we let him wait? One month? Two months? Maybe we just won't print it at all. Hoo-haargh!

SUPER ADVENTURE ISLAND
472,600, Jam, Hounslow, Middx

SUPER ALESTE
6,900, 000 (Hard) David Walker.... Nope! This is just too much! Into Jimmy Chin Corner you go young man (see Jimmy Chin Corner)

SUPER ALESTE
7, 451, 880. Mark Fenn. Cheshunt, Herts.

SUPER GHOULS AND GHOSTS
462,200 (Hard) Peter Amor, Clevedon Avon
SCOREMONITOR: It's incredible that this is the first entry for this amazing (and ancient) game. A modest start to the bidding, so let's see it rise.

SUPER MARIO WORLD:
9,999,990 Jaz Rignall, Ego Corner, NMS

SUPER R-TYPE:
4,057,100 Michael Barmby, Wakefield

SUPER SOCCER:
99-9 Phil Roscoe, Whiston, Merseyside

SUPER SMASH TV:
99,999,999 Richard Winship, Southampton
SCOREMONITOR: Still Richard remains unchallenged! Bah. Come on people! What is the matter with you? One photo is all that's needed as proof of a thruth and Winship is demoted to Jimmy Chin corner. COME ON!

SUPER TENNIS:
750 Sarbjit Singh Gill, Huddersfield

UN SQUADRON:
2,589,900 Scott White, Newbury park, Essex

SUPER SCOPE

BLASTRIS A:
32,500 David Walker, Beddau, Mid Glam
BLASTRIS B:
22,650 David Walker, Beddau, Mid Glam
LAZER BLAZER A:
2, 944, 300 David Walker, Beddau, Mid Glam
LAZER BLAZER B
2,874,450, Phil Roscoe, Whiston, Merseyside
LAZER BLAZER C:
2, 285, 300, David Walker, Beddau, Mid Glam
SCOREMONITOR: And so the Walker Bros.

NES

BART VS THE WORLD
36, 500. Marc Grant, Edinburgh, Scotland.

CALIFORNIA GAMES
(BMX)71,420
(HALF PIPE)14,111
(FOOTBAG)145,470
Scott Mackenzie, Holmes Chapel, Cheshire
This is just a taste of the more interesting scores from the new annointee. Everyone work harder.

CASTLEVANIA:
1,565,000 Robert Deacon,

SCORES

Plymouth, Devon

CHIP 'N' DALE
2109. Marc Grant, Edinburgh, Scotland.

DOUBLE DRAGON:
113,785 Henry Forster, Normanton, W Yorks

DUCK HUNT:
720,000 Mrs Alison Mason, Herne Bay, Kent
SCOREMONITOR: OK, Mrs Mason you're the 'Duck Hunt Queen'!

DUCK TALES:
$11,650,000 Greg Blair, Dunfermline, Fife, Scotland

GAUNTLET II
17,380 Jonathan Burnett, Cramlington

GREMLINS 2:
5246 Robert Wood, Seaforth, Liverpool

HOOK
3,710,300. Marc Grant. Edinburgh Scotland.

HYPER SOCCER:
67-0 Sarbjit Singh Gill, Huddersfield, W Yorks

MARBLE MADNESS
44,320 Carl Smith, Rugby, Warwicks

MEGA-MAN:
11,101,600 Steffen Sletvold, Norway

NINTENDO WORLD CUP:
51-0 Andrew Dinneen, Waterbeach, Cambs

PROBOTECTOR:
1,518,000 Steffen Sletvold, Norway

SNAKE, RATTLE AND ROLL
207,300 Carl Smith, Rugby, Warwicks

SUPER MARIO BROS:
701200. Derek Montgomery, Ireland.

SUPER MARIO BROS 3:
3, 720, 210. Marc Grant, Edinburgh, Scotland.

GAME BOY

BART ESCAPES FROM CAMP DEADLY
374,712 Danny Offield, Ilfracombe, Devon

BATTLETOADS
36,270 Bob Pullen, Doncaster, S Yorks

BURAI FIGHTER
6291 Sarbjit Singh Gill, Huddersfield, W Yorks

DOUBLE DRAGON II:
22,781 Sarbjit Singh Gill, Huddersfield, W Yorks

CHOPLIFTER 2
7250 Tim Johnson, Reading, Berks

CONTRA
364,700 Bob Pullen, Doncaster, S Yorks.

KIRBY'S DREAM LAND
464,280 Gavin Richardson, Bishops Stortford, Herts

LOONEY TUNES
15,673 Jonathan Walker, Beddau, Mid Glam

NAVY SEALS:
102,500 James Harding, Sturminster Newton, Dorset

NINTENDO WORLD CUP:
97-0 Sarbjit Singh Gill, Huddersfield, W Yorks

PITFIGHTER:
$1,432,840 Anthony Druce, Henley on Thames

REVENGE OF THE 'GATOR
1,970,810 Gary Male, Finedon, Northants

R-TYPE
89,950 Bob Pullen, Doncaster, S Yorks

SUPER MARIO LAND:
520,190 Gareth Jones, Stockport, Cheshire

SUPER KICK OFF
10-0 Ian Lea, Wigan, Lancs

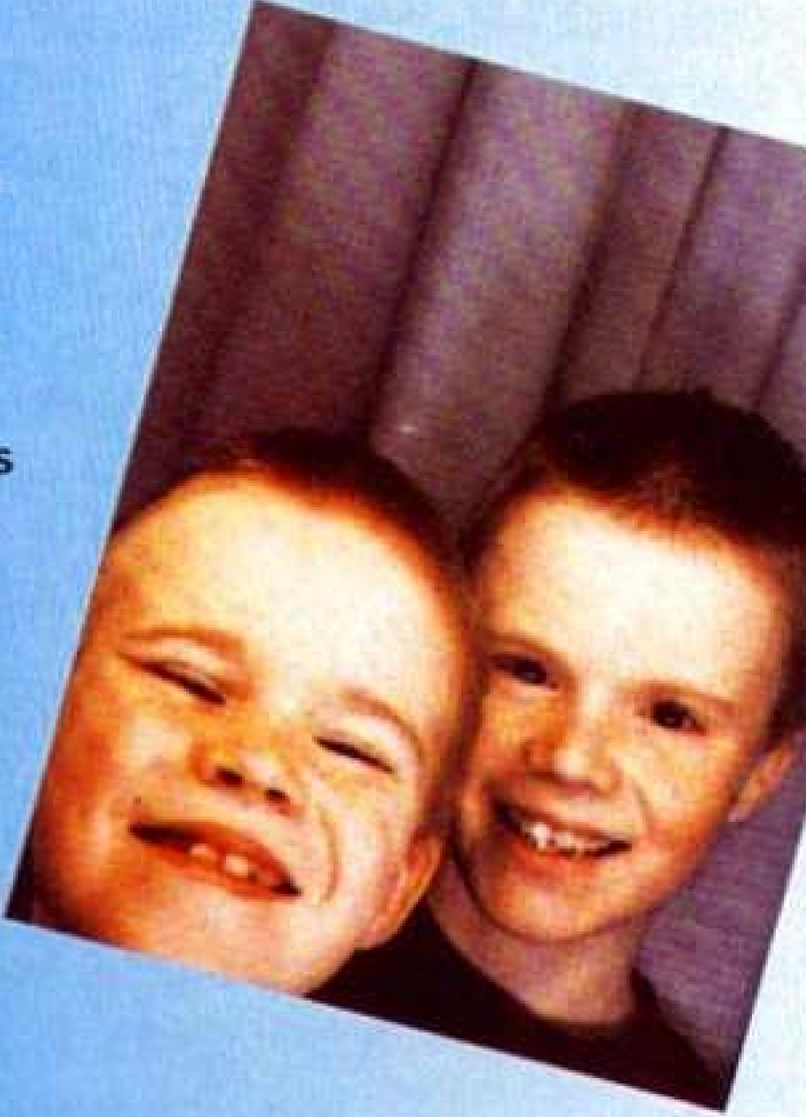
TETRIS:
470,935 Penny Teags, Southampton

TURRICAN:
1,167,350 Robin Andrews, Dalkeith

TURTLES II
63,190 David Walker, Beddau, Mid Glam

Ho hum. Bravo, and all that. I think not! What's the matter?! Are you asleep?! It's war out there! WAR! It's no time to sit back and wallow in your own self-righteousness - no! You've got to sign your names on the dotted line, stand up and be counted....blip....eat more instant potato....brrp....help me Will Robinson....(Click.)
Note: The score monitor is now in for repairs.

JIMMY CHIN CORNER



The sun ain't gonna shine any more on the infamous Walker Bros high score 'reck-ons'! This month's Jimmy Chin Corner is dedicated to their recent, outstanding examples of lies commited to paper. 'Megaman: Completed'. Yes? 'Turtles II: 999, 999', hmm. 'Super Mario World: Completed in eight minutes'. Well who could ever forget that claim to fame?! No, the Walker Bros are the saddest, ugliest and downright dishonestest two life-forms this side of Dream Land and may they be remembered as such

Send Coupons to:

'PACK UP YOUR TROUBLES IN YOUR OLD KIT BAG'...,
HIGH SCORES, NMS, 30-32 FARRINGDON LANE,
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NAME: ____________
ADDRESS: ____________
____
SYSTEM: ____________

GAME TITLE: ____________
SYSTEM: ____________
SCORE/LEVEL: ____________
GAME TITLE: ____________
SCORE/LEVEL: ____________
GAME TITLE: ____________
SYSTEM: ____________
SCORE/LEVEL: ____________
HERE'S MY BESTEST EVEREST PHOTO, AND I'M NOT TELLING FIBS....

NINTENDO MAGAZINE SYSTEM
SUPER NES INDEX

Wowola! It's the Games Index again! No faffing about this issue, we've just got space to say that the first question in this month's Index Compo is - Name the one game beginning with the letter X. The address to send your entries, as always, is JINGS, I HOPE THERE AREN'T ANY CRYPTIC QUESTIONS LIKE PAUL DOES COMPO, NINTENDO MAGAZINE SYSTEM, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

ADDAMS FAMILY
A slick and very well presented game released to cash in on, sorry, coincide with the release of the Addams Family movie. It's fast, playable and very tough and is certainly worth a look, despite having been slightly superceded by the sequel.
OVERALL:87%

ADDAMS FAMILY 2 - PUGSLEY'S SCAVENGER HUNT
Sequel to the first Ocean Addams game, this time based on the animated show. The graphics are pretty much identical, but the game is bigger and even harder, which is quite an achievement. Not particularly original, but a good solid platform skylark if ever there was one.
OVERALL: 89%

ALIENS VS PREDATOR
Winner of the Most Spectacular Waste of a Good License Award. Those great characters are placed into one of the dullest beat 'em ups around, with hardly any moves, a crawly pace and absolutely nothing to sustain your interest past the first twenty seconds.
OVERALL:49%

AMAZING TENNIS
Although not as instinctive as the incredible Super Tennis, *Amazing* Tennis is just that! The gameplay isn't so immediate, the behind-the-net viewpoint is a little daunting at first, and it is quite tricky to control. However these problems soon fade into insignificance with practice and Amazing Tennis astounds with great graphics and sounds. Despite the robotic sounding umpire. Ad-van-tage re-cei-ver....
OVERALL:89%

AXELAY
Top scientists working for the government finally completed work on a brand new single-seater space fighter with the armoury of a whole fleet of the last model. Of course, there's only one way to test such a fantastic creation - yes, that's right, send it up against an entire alien empire on its own territory. You are the lucky pilot chosen for such an historic test flight.
Axelay is one of the best presented games ever, the graphics are truly amazing and it all moves at a great lick with little or no flicker or slow down. The game itself justifies this sort of attention having been spent on the front-end. Basically, Axelay is a classic shoot 'em up, although it's not quite hard enough, the choice of weapons and the plethora of different levels and challenges make this something of a must-have type purchase.
OVERALL:92%

Q - What must Buster Bunny recover from Montana Max?

BART'S NIGHTMARE
Loads of variety in this tale of Bart's sleepy search for his missing homework. However, some of the sub-games are pretty sad and once you've seen them all the appeal starts to wane somewhat.
OVERALL:78%

BATMAN RETURNS
Having just pooed out to the shops to get some bread and milk, Batman Returns to find that two of his oldest adversaries are waging a war of crime on his beloved Gotham City. What's a bat to do in such circumstances? Well, he could prance about getting involved in "character development interest situations", like he does in the film, or he can take the method favoured more by the comics and indeed, this game, and go out and hit someone.
Batman Returns is, it must be said, something of a Final Fight rip-off, but it does add a lot of features of its own. There are absolutely stacks of moves, and quite some variety is added by the driving and shoot 'em up levels too. The graphics are nothing short of spectacular, although perhaps a few different enemies wouldn't have gone amiss.
OVERALL:90%

BATTLE GP
Rather successful attempt at giving GP racing an overhead-view twist. Loads of options and everything but it's pretty much completely uncontrollable.
OVERALL:43%

BLAZING SKIES
What a spectacular load of old tosh this is! An excellent example of the lesson that warns us never to judge a book by its cover. The attractive graphics are poorly animated and the game plays like a ... like a ... infact it doesn't play at all! It's a steaming wreck and no mistake.
OVERALL:49%

BLUES BROTHERS
Hardly following the plot of the film and a far cry from being a good game either! Irrelevance to the classic John Landis film aside, the Blues Brothers is a very poor platform charade full of bad programming and brain-numbing monotony. It's very frustrating too
OVERALL:47%

NINTENDO MAGAZINE SYSTEM
SUPER NES INDEX

BOB

Written by Chris 'Boulderdash' Gray's US development team, Gray Matter, BOB is EA's entry to the cutesy platform genre. Whilst on his way to see his girlfriend on some distant planet, mechanoid BOB has crash-landed on a strange alien planet with his only means of escape located on the other side of the barren sphere. Split into a series of platform-laden cityscapes, BOB's aim is to make it to the far away launch pad with enough time to comb his Brillo Pad hair before meeting his date. However, all manner of weird nasties stand in his way, and only careful movement across the many ledges and levels whilst keeping whatever armaments he has to hand will see BOB through. There's no doubting that BOB is one of the most agile characters to grace the Super NES, but the game is a slow-paced romp with very little to set the pulse pounding. Humour has been attempted with BOB's many one-liners and in his general animations, but this cannot disguise what is a very tired and uninteresting game. Not one of EA's best, but by no means a complete stinker.

OVERALL 73%

BRAWL BROTHERS

A pretty decent horizontally scrolling beat 'em up, not exactly high on the originalityometer, or indeed, the ultra-smooth-and-dead-fast-gameplay-o-meter. However, thee's still loads of things to punch, quite a few characters to choose from and plenty of moves. Brawl Brothers isn't too easy, either, and all in all it's a highly entertaining title.

OVERALL:84%

CACOMA KNIGHT

Under this very strange name is an updated version of that old coin-op classic Qix. For those of you too young to remember the likes of Pong and Breakout from their arcade days, Qix basically involves using a small dot to section off parts of a screen. Sound dull? Wrong! Inhabiting each screen are a series of floating nasties, and these cost the player one of their lives if they touch either the dot or the line which trails behind it to cordon off the screen areas. As the player progresses, the number of enemies is increased, and the amount of the screen needed to be coloured also increases. Cacoma recreates every aspect of the original perfectly, also adding special backdrops as areas are filled, but for the forty quid asking price I'm afraid that, these days, Cacoma will be nothing more than a passing interest destined for rapid obscurity. If you see one for twenty quid, though, go get one...

OVERALL 76%

CALIFORNIA GAMES 2

Updating the now unfashionable Cali pastimes (apart from skateboarding), although sadly omitting the current LA faves of Wanton Pyromania and Indiscriminate Looting. Unfortunately, it also omits any vestige of gameplay as well. A great pity.

OVERALL: 20%

CHESTER CHEETAH - TOO COOL TO FOOL

Obviously Kaneko don't think the general public is Too Cool To Fool, otherwise they never would have released this pile of turgid trash. The graphics are great, but the game itself is slow, uninspired and monotonous. Bah.

OVERALLTEXT:69%

CHUCK ROCK

With his stupendous, Dinosaur damaging stomach, the infamous Chuck Rock flobbles his way to success on the Super NES. Core's prehistoric platform adventurer has far more on offer than Joe & Mac in that there is far more depth to his gameplay and a wilder sense of humour surrounds him on the mission to rescue his wife.

OVERALL:89%

COMBATRIBES

Listen! Can you hear the sound of Final Fight turning in its grave? Well, you certainly would if you had the misfortune to play Combatribes, possibly one of the slowest, easiest, most limited and crap horizontally scrolling beat 'em ups in Christendom. Just say no.

OVERALL: 46%

CONGO'S CAPER

A good-looking and enjoyable game with plenty of variety. However, none of the ideas are all that original, and the game is pretty easy, so don't expect too much in the way of lasting appeal. Still, it's better than Caveman Ninja.

OVERALL:79%

CONTRA SPIRITS

Spooky! The ghosts of all those Central American guerilla soldiers have risen anew to terrorise the World! As top ghostbuster Jarman Van Gromfptkopften it's your job to exorcise all of them and save the world! Well, actually, no. Contra Spirits is the latest in the series that began over here as the GryZor coin-op. You, and a friend if the fancy takes you, are given the task of destroying a macabre robot empire all on your own in this top quality platform blaster from Konami. The graphics and sound for Contra Spirits are both superb, with Mode 7 frolics and dark, menacing shades being the order of the day for the most part. The gameplay is exceedingly tough, even in two player mode and *even* on the

NORMAL difficulty setting. Contra Spirits is a classic game which should not be missed.
OVERALL:95%

COOL WORLD

Graphically very smart, Cool World is ruined by sluggish controls, repetitive gameplay and bad execution. Not quite abysmal, but near enough to avoid.
OVERALL:61%

CYBERNATOR

Giant robots are generally nothing but trouble. You ask Doctor Who. One day they're serving humanity's best interests, the next they've grown to an unfeasible size thanks to some cheap blue-screen effects and have access to the nuclear missile codes from over the world, threatening to use them to destroy the planet. Fortunately, they're not all like that, as the high-tech but benevolent 'bot from Cybernator would indeed testify to you.
It's now your job to guide him as he wages war against a skipload of enemy giant robots in this latest shoot 'em up from Konami. There's absolutely stacks to do with your robot, and you'll need all your joypad skills to beat Cybernator, hard being as it is. Only a two-player mode could really have improved this.
OVERALL:94%

DESERT STRIKE

Nothing whatsoever to do with postponing sweets after a meal for a week but plenty in common with the tragic Gulf War. Desert Strike is likely to satisfy everyone with a thirst for jingoism and presents a novel twist to the usual shoot-em-up format.
OVERALL:83%

DIMENSION FORCE

Absolutely dismal up-screen blaster. No weapons to speak of, samey backgrounds, samey levels, no variety, no challenge and no nothing. Avoid at all costs.
Overall:47%

DRAGON'S LAIR

Elite's conversion of the Readysoft Laser Disk coin-op ignores the limited playability of its arcade parent. opting for a platform slant instead. Whilst still retaining key scenes from the original, Dragon's Lair is a visually impressive game which unfortunately suffers from frustrating gameplay and often inescapable loss of life. Elite have made a brave attempt with Dragon's Lair, but ultimately this 4MEG conversion fails because of its finicky gameplay.
OVERALL:71%

DRAKKHEN

Infogrames enter the RPG arena with a conversion of their much-hailed Amiga masterpiece. Controlling a party of wizards and warriors a huge Mode 7 play area and numerous flick-screen buildings await your exploration. Featuring a full quota of monsters to beat and magic to accumulate, all the standard RPG fare is contained with Drakkhen's huge play area. Although the game sounds like an RPG fan's dream come true, the graphics are iffy, random encounters and fights which you have virtually no control over prove annoying to say the least, and the gameplay is often illogical. These kill off any attraction Drakkhen may have had, so give it a very wide berth.
OVERALL:58%

EXHAUST HEAT

Exhaust Heat. Meaning "To completely use up a qualifying round", perhaps? No, actually, that's just a bit of a space filler. Exhaust Heat is actually a popular racing game from Seta which is getting on a bit now.
However, this doesn't stop Exhaust Heat from being a rather splendid game.
There's loads of courses and competitions and the going gets very from the start.
There's also tons of ways to tinker with your car, which might actually put some people off, especially when it comes to adjusting the angle of the front fairing!
However, any race fan would find Exhaust Heat great fun, although the less technically-bothered would be best advised to go for the sequel.
OVERALL:91%

EXHAUST HEAT 2

Exhaust Heat. Meaning "to...Oh, we've done that one haven't we? Well, anyway, needless to say, this is the sequel to the original Exhaust Heat, and rather fine it is too. However, before reaching Formula 1 itself, the player must battle through several other classes, earning enough money to "buy" themselves onto the next track, meaning there's still more tracks and competitions to this than the original.
Whilst Exhaust Heat 2 may be lacking something of the technical attention to detail of its predecessor, it's a lot easier to get into and doesn't demand quite so much thought to the car itself as much as the racing. A truly great game.
OVERALL:92%

F1 HERO

Oh, those cheeky Japanese types, they're always having another go at the overhead-view arcade-style GP games. Sadly, as of yet none of them have turned out to be any good, and unfortunately F1 Hero is yet another in the line. Do not buy this.

OVERALL:46%

FACEBALL 2000

A rather smart Game Boy title is revealed to be a vacuous and tedious affair as it is upgraded to Super NESdom. The premise is a simple one: explore a 3D maze, keeping an eye out for the many smily faces which patrol it - making sure you shoot and destroy

them before they get you. Er, that's it. The maze is neatly updated, but the graphics are far from detailed and make the game look even more basic than it really is. For nearly forty-five quid this is probably the biggest waste of cash since the likes of California Games II and Home Alone. Needless to say, give it a very wide berth.
OVERALL:26%

FINAL FIGHT

Mad Gear might sound like the name of a range of childrens' clothing from C&A, but it is in fact the moniker for the most dangerous gang in Metro City. This selfsame gang have decided to prove how hard they are by kidnapping the mayor's daughter and demanding the city as ransom! Only the mayor, or his mate Cody, can save the day with their fist-fighting skills!
Capcom have a reputation for producing fine Super NES games, and Final Fight is no exception. It's very close to the coin-op original with one level, one character and the two-player mode removed. Beat 'em up fans will probably explode with excitement when they play this.
OVERALL:92%

FIREPOWER 2000

Also known as Super SWIV, this is a no-frills up-screen shoot 'em up. However, most players have now come to expect at least a couple of frills, and the simplistic, although well programmed, gameplay means Firepower 2000 comes out pretty bland when compared to games such as Space Megaforce.
OVERALL:76%

FIRST SAMURAI

This is what happens when you convert an only okay Amiga platform puzzle game to a console which already has a plethora of high-quality games of the genre going for it. First Samurai comes out as a rather cumbersome title with no real thrills in store for the prospective player.
OVERALL:62%

FLYING HERO

Aiee! The world is in peril, and only a flying tennis ball can save us now! Flying Hero is an up-the-screen scrolling shoot 'em up in the worst tradition - the graphics are plain, the action is slow and the screen is pretty much totally bare most of the time. Go for Axelay or Space Megaforce or anything rather than this.
OVERALL:64%

F-ZERO

Formula Nothing, the new sport of racing cars with no fuel capacity whatsoever. Not surprisingly, this leads to most of the drivers having to get out and push their vehicles around the track over seventy times, and it's not too great a spectator sport. Luckily, a new model of fuel-free hover skimmers saved the race from bankruptcy, allowing the drivers to get around the course at quite some speed without breaking the rules.
This is one of Nintendo's flagship games for the Super NES, and it's not surprising! Featuring super-smooth amazing 3D graphics, along with high-speed action as you zoom around 15 different tracks, F-Zero is an essential purchase.
OVERALL:90%

GODS

Hardly a deity when compared to the best Super NES platform games in existence but an interesting excursion into the realms of the gods all the same. The awkward control method lets the game down and the machine's capabilities are almost completely ignored. Some new ideas and a high level of challenge are enough to raise it above most.
OVERALL:85%

GUNFORCE

Take control of your pudgy mercenary in this conversion of the pretty decent coin-op. Sadly, the terrible animation, cripplingly slow game speed and disgraceful easiness of the title make it absolutely not worth buying at all, no matter how big a fan of the arcade original you ever were. Go for Super Probotector instead if it's platform slaughter frolics you're interested in.
OVERALL:29%

IREM SKINS GAME

Not a title about sadistic PE teachers and their wily ways, this is in fact the conversion of an arcade golf game. As you might expect, it's not overly simulationy as a result, but there's still enough golf-type fun for fans of the sport, and it's easy enough to get to grips with for those who don't know anything about the game. Probably the best golf game on the Super NES, but the lastability is slightly questionable.
OVERALL: 76%

JAKI CRUSH

From the people responsible for Dragon's Fury on the

Megadrive comes the first Super NES pinball game. The actual table itself is stuffed with bonuses and animated demons and all the things you'll expect if you've seen a Naxat pin game before, but it's just spoilt a bit by the sometimes unpredictable ball spanging and collision detection. Still a worthy purchase though.
OVERALL:86%

JEOPARDY

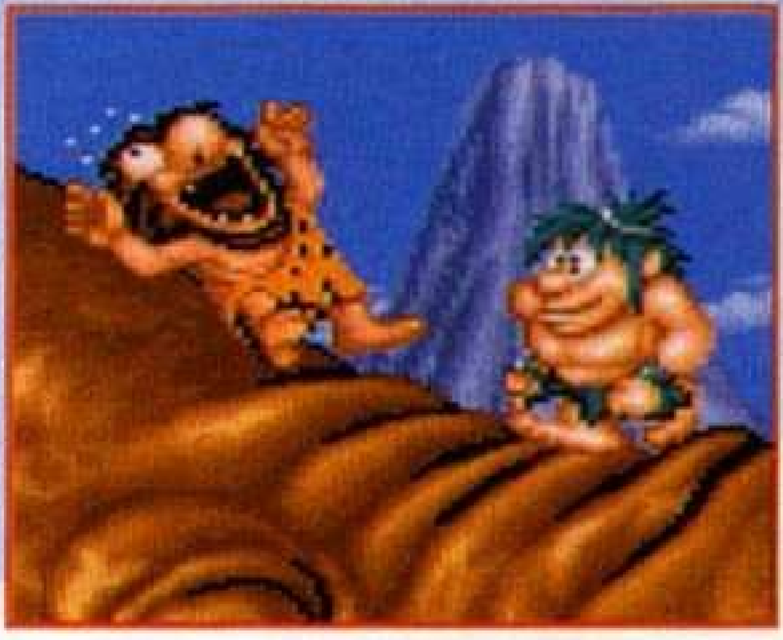
Are you American? Do you watch banal quiz shows all the time? If the answer to these two questions is no, Jeopardy is completely redundant, with most of the questions being very American in nature and the game itself being completely devoid of entertainment unless game shows are your idea of heaven. If the answer to the two questions is yes, Jeopardy still isn't your type of game, because of the stupid controls.
OVERALL:52%

JIMMY CONNORS PRO TENNIS TOUR

Blimey, it's another tennis game - and it's a bit like Super Tennis, but it's not as good. There's loads of options and it's obvious the programmers have tried hard to beat the classic title but sadly, the game speed is too slow, the ball movement is too unpredictable and the controls are too fiddly, which makes Jimmy Connors somewhat frustrating.
OVERALL:79%

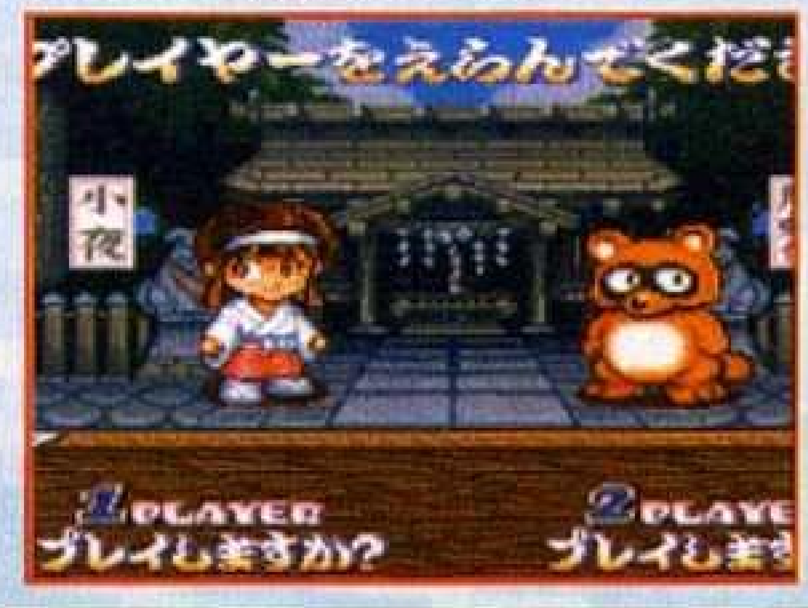
JOE AND MAC: CAVEMAN NINJA

Data East's obscure coin-op appears for the Super NES in a pretty much perfect conversion, and proves to be moderately playable if a little bland and forgettable. Joe (because Mac has been made redundant in this version) has seen his girlfriend kidnapped, and sets out to rescue her. Well, that's the plan, and his mission sees him lobbing all manner of axes, boomerangs and stones wheels at anything that gets in his way whilst simultaneously picking his way across the game's many platforms and hazards. Large bosses also turn up periodically to make life even harder, and Joe's progress is marked on a scrolling map of the area. There's nothing really to fault with Joe And Mac, but it proves a little too easy and lacks that certain 'something' to entice the player back for prolonged playing sessions. Joe is a well-animated little fellow, and his foes are similarly well drawn. However, if it's excitement you're after, stick to Mario or The Addams Family.
OVERALL:68%



KI KI KATAI

Raccoons eh? These furry little creatures existed almost unknown throughout North America until 1986, when the cartoon series the Raccoons, starring Burt Raccoon, was launched. After this, raccoons became the creatures of the moment, even being crowned as the new national animal of the USA. However, now the tables are turned and there is a movement to drive the fuzzy blighters out of their homes. Only you, Rocky Raccoon, can stop them. Or Pocky, your mate.



Ki Ki Katai, otherwise known as Pocky and Rocky, is an eight directionally scrolling shoot 'em up featuring hordes of cute characters and some great graphics. There's loads to shoot at and loads of ways in which to destroy your enemies too, but what really makes the game is its ultra-rock difficulty setting.
OVERALL:92%

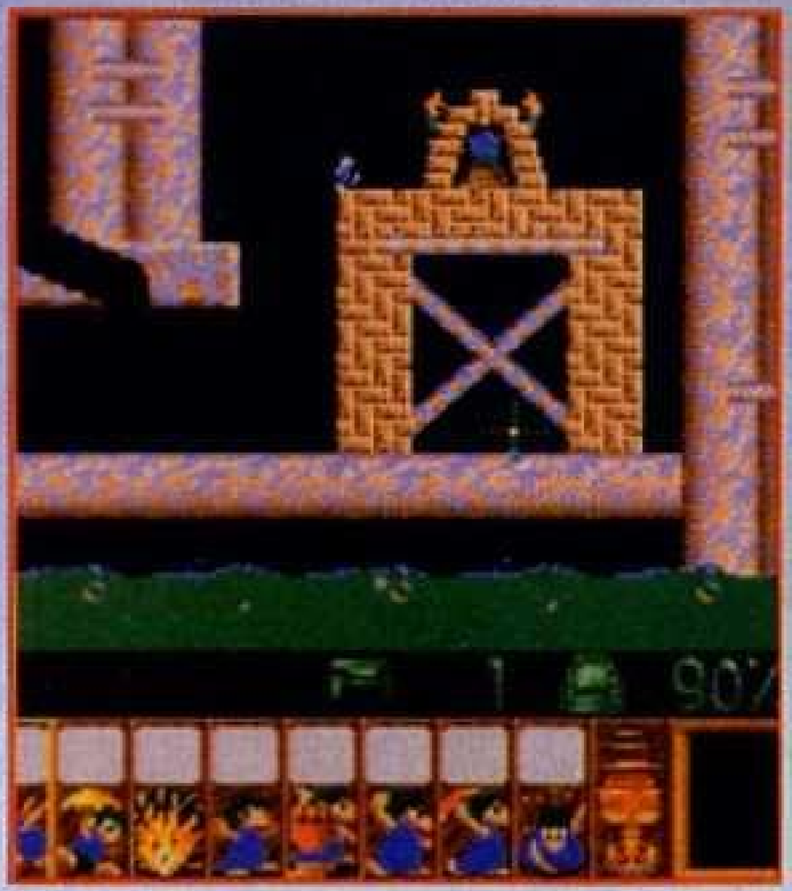
KING OF THE MONSTERS

This was a pretty enjoyable Neo Geo game, featuring two multi-storey high monsters battling it out over a variety of urban landscapes. Destroying the cities is fun for a while, but there's only a limited number of moves, and opponents for that matter. The game is very sluggish and has no real scope for skill or tactical play anywhere. Leave this alone.
OVERALL:57%

LEMMINGS

Those little yellow fruit you squeeze over your pancakes on Shrove Tuesday are full of mischief, aren't they? Oh, *lemmings*. Yes, well, them as well. In this game, which has been converted to just about every format ever, you have to save a flock of lemmings from certain death as they stroll single-mindedly onwards towards their death.

If you're a puzzle game fan, Lemmings is about as good an example as you'll find on the Super NES, although it's unlikely to convert you if you're not. There's a host of exceedingly taxing levels to hurt your brain and it's all great fun. Hurray.
OVERALL: 92%

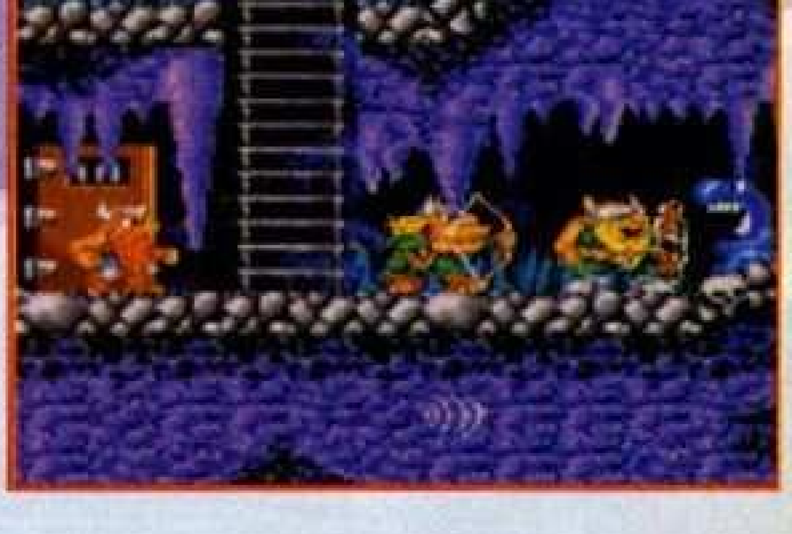


LETHAL WEAPON

It was a decent film! It was a decent Ice T song! And now, it's a decent platform game from Ocean. There's nothing particularly new on offer, but if you don't mind a standard ice-levels-and-swimming-sections title, you could do worse than this. The graphics are quite jolly, the controls are responsive and the game overall is highly polished and good fun.
OVERALL:81%

LOST VIKINGS

Not context with building big ships and discovering America, three of those kooky Vikings had to get lost in an eerie time/space warp. It is now your task to guide them back to their own time (and space) in this here puzzle game with a platform slant. The first ten levels or so are incredibly tedious, but if you persevere



you'll uncover a highly entertaining and absorbing game. Worth it if you've got the patience.
OVERALL:80%

MARIO PAINT

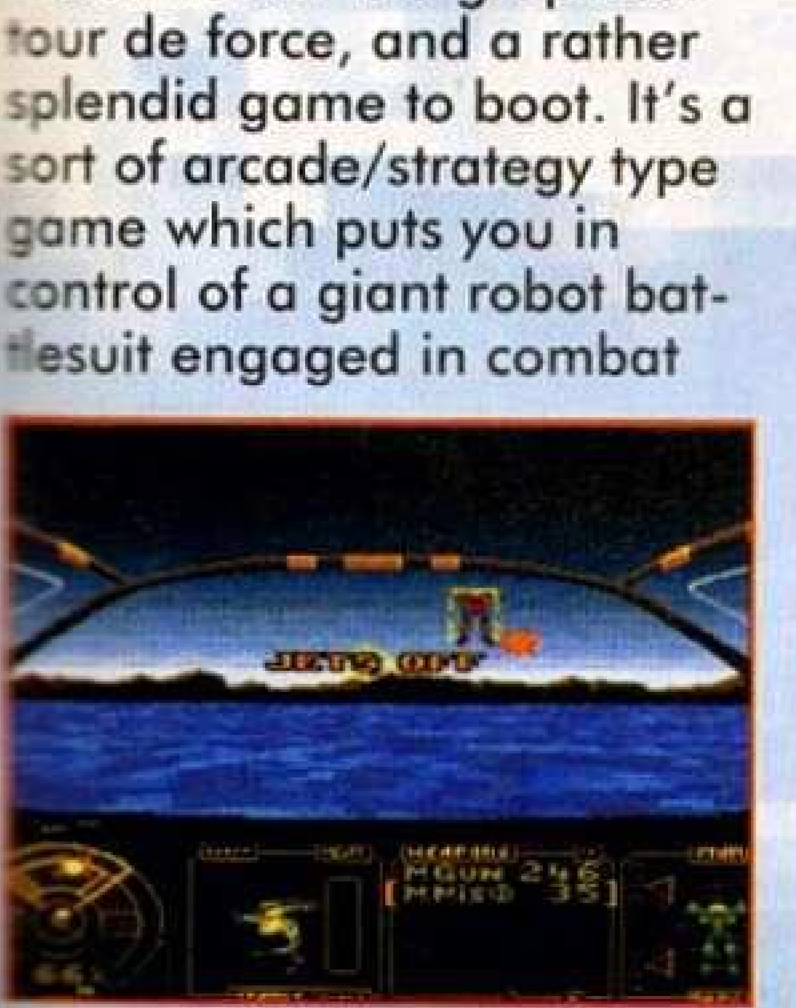
Fun though this may be, at first, the novelties soon wear off. Both the art and music designers are hopelessly limited and fail to function as true educational tools, though they're OK for a laugh. The swat the fly coffee-break feature is the only aspect of the package that classes as a game, yet it's hardly worth sixty notes despite the inclusion of the rather excellent mouse.
OVERALL:65%

THE MAGICAL QUEST STARRING MICKEY MOUSE

Capcom work their magic on the Super NES once more with their first Disney license. Mickey's quest is full of surprises and is packed with gorgeous graphics and enchanting music. The game sees Mickey as a Fireman, a mountaineer and even a mighty little sorcerer all of which lend themselves to some interesting twists in the gameplay. If only it wasn't so goddam easy! Tsch.
OVERALL:84%

MECHWARRIOR

Mechwarrior is a graphical tour de force, and a rather splendid game to boot. It's a sort of arcade/strategy type game which puts you in control of a giant robot battlesuit engaged in combat with a number of similarly-kitted-out opponents. The only real problem is the repetitiveness of the combat, which causes it to have "shelving" periods between plays. Still a fine title, though.
OVERALL:81%



MONOPOLY

Do you like playing Monopoly on your own? If so, this may appeal to you. If not, avoid this at all costs.
OVERALL:41%

NCAA BASKETBALL

Clever use of Mode 7 make this a very impressive game indeed. There's loads and loads of options too, and everything else you could want from a basketball game too, although this means it does take a bit of getting used to.
OVERALL:87%

ON THE BALL

Mode 7 hits the big time again in this novel puzzle game from Taito. The object of the game is to guide your marble through a maze within a strict time limit by rotating the entire maze itself. It's all very clever and On The Ball is certainly a lot of fun while it lasts. Sadly, most of the mazes are just too darned easy to complete, and as with most puzzle games, there's nothing much to keep you at it once you've completed it. However, the Special Stage should keep you going for a while.
OVERALL:82%

OUTLANDER

Quite a good idea, mixing platform blasting with a nice drive 'em up. Unfortunately, both sections of the game are utter pap and shouldn't be touched with someone else's bargepole.
OVERALL:72%

OPERATION LOGIC BOMB

A smart game similar to the old Alien Syndrome coin-op. It sees your futuristic warriors legging it around a three-quarters overhead-view maze-type environment shooting everything. Sadly, there aren't many levels so it's pretty easy to complete, but without a doubt Operation Logic Bomb is a highly playable game indeed.
OVERALL:84%

PAPERBOY II

Paperboy returns in this multi-directionally scrolling effort. The aim is to deliver papers to all your subscribers whilst avoiding enemy sprites. Like Paperboy himself, this ultimately fails to deliver.
OVERALL:41%

PARODIUS

Taking the basic Nemesis theme, Konami add their own blend of magic by offering the player the chance to guide an octopus or a penguin through several levels of brilliant blasting action. granted, there's nothing we haven't seen here before, but Parodius is supremely playable, and the levels contain a brilliant assortment of nasties, all of which - although disguised - will be instantly recognisable to hardened Nemesis players. Clowns with deadly hats, ballet dancing end-of-level hazards, and ships with a cat's head - these are just a few of the things you can expect to encounter with, and all are superbly drawn and animated. Another brilliant game from Konami, and a worthwhile addition to any shoot 'em up fan's library.
OVERALL:91%

PILOTWINGS

Take a trip to the Pilotwings academy for advanced flying in this visually stunning game. Hang-gliding, jet-packing, parachuting and plane-flying are all here to be enjoyed. Although the novelty does wear off after a while, Pilotwings still ranks as a highly playable, exquisite game.
OVERALL:89%

PUSHOVER

GI Ant rearranges dominoes in order to progress through the levels in this entertaining puzzle game from Ocean. Pushover may not hold the same excitement as Lemmings, the puzzles are not testing enough, but still rates as a fun kind of strategy game.
OVERALL:78%

Q*BERT III

The foul mouthed, ultra-cool

minor hero of the eighties makes his second come back! The graphics are super psychedelic, the music and sound effects are beyond description except to say that they are equally as far out. Q*Bert may be a tired old character but NTVIC have revived and revamped him back to life. The only problem is that the tedium overtakes the compulsion after a while leaving poor old Q*Bert facing the prospects of eternal shelfdom. Check it out, however, if you feel the need for a change.

OVERALL:70%

RANMA 1/2

Streetfighter 2 clone based on the exploits of a group of extremely popular Japanese Manga characters. The graphics are extremely great and the game speed is very fast indeed. On presentation terms this is totally spiffing, and there's loads of special moves and characters, but it's too easy for its own good.

OVERALL:78%

RANMA 1/2 II

Even better presented than the first Ranma game, which is really saying something. It's also faster, and in fact, better in every respect bar one. That is, Ranma 1/2 II is even easier than its predecessor - Gnnn! If you're going to have a second player around all the time it's a good supplement to Streetfighter, it's a lot faster and looks and sounds better, but on it's own it's just not quite Ribena.

OVERALL:79%

RIVAL TURF

Although it features a simultaneous two-player mode, this is very much a poor man's Final Fight. The action simply isn't exciting or varied enough to be worth getting. Check out Final Fight instead.

OVERALL:48%

SHANGHAI 2

Are you a Japanese strategist? Dead good at that old boardgame Shanghai but got no-one to practice with? Well, even if that's the case, don't bother getting this slow-moving and rather useless attempt at converting the ancient game to the Super NES.

OVERALL:67%

SIM CITY

Welcome to the future, where home Virtuality is a reality, and a million and one programs are available for the VR connoisseur.
Welcome also to a city, a city where the entire population live out their lives in a fantasy world or simulated reality.
Welcome to Sim City (Copyright Clive Barker Intros Inc).
In this highly original game, you create and nurture your own city, dealing with all the usual problems of overcrowding, pollution and various other environmental disasters. This might sound boring, but Sim City is actually very deep and involving and hours literally fly buy when you play it. A truly classic cart.

OVERALL 93%

SONIC BLASTMAN

Not a conversion of the coin-op as you might expect, but yet another Final Fight clone. Sonic himself has a load of cool comedy moves, and there's a good comic book atmosphere running throughout the game, but ultimately it gets very repetitive and loses its appeal as a result. Yah boo sucks.

OVERALL:65%

SPACE MEGAFORCE

Space Megaforce is actually the title of a futuristic Sega magazine. The pilot under your control has decided to escape and take up a position on Space Nintendo Magazine System, but to do that, first he must fight his way through the evil minions of the publishing company he has left.
What a load of tosh eh? Still, Space Megaforce, otherwise known as Super Aleste, is one of the best shoot 'em ups to hit the Super NES.The graphics are absolutely great, with plenty of use of colour and Mode 7 effects. The game itself is great fun, with absolutely stacks of weapons to choose from and zillions of foes to annihilate. There's quite a number of long levels, although on the lower difficulty settings it's still a bit easy. However, this is one game blast fans should relish.

OVERALL:92%

STARWING

Not only is Nintendo Magazine System still going in the future, but so is Kentucky Fried Chicken. However, with the growing rise of vegetarianism, it is only inevitable that it would be outlawed. Now, Colonel Sanders has gone too far with the new Starwing, unplucked raw chicken wings. You play the part of Fox McCloud, leader of the Universal Anti-Hunting Lobby, on a covert raid deep into the heart of Kentucky World, hoping to shut down Sanders' evil operation once and for all.
Starwing is the game absolutely everyone has heard of by now, being the first tie to use the new and fantastic Super FX chip. Although the game is actually a bit on the easy side, there are loads of secret worlds to find, and the game is vastly enjoyable and stunningly impressive. Definitely an essential purchase.

OVERALL:96%

STREETFIGHTER 2

There's not really much point going on about this. Everyone should have the adventures of Ryu and Co for their Super NES by now. If you haven't, this is just about the bestest beat 'em up ever, if not the greatest game, and you should leg it out and purchase this forthwith, if not fifthwith.

OVERALL:98%

SUPER ADVENTURE ISLAND

You might as well ignore the

title. This is actually Wonderboy on the Super NES, converted by the game's creators, Hudson Soft. This cart plays identically to Wonderboy but with enhanced graphics and amazing music to beef up the proceedings. It's good fun, but it can be completed pretty quickly.
OVERALL:78%

SUPER CASTLEVANIA

Castlevania is a little known borough of London, just south of Putney, which is notorious amongst vampire hunters of the world. As yet, only one, Simon Belmont, has dared set foot inside the county. Not, however, because of the ever-present vampire menace, but a different bloodsucking threat - an enormously high poll tax rate.
However, sometimes a man's gotta do what a man's gotta do, and in this case Simon has to brave Castlevania to kill Dracula in this superlative platform game. The graphics are great, the sound's great and it's highly playable once you persevere through the rather dull first couple of levels. This is actually selling for reduced prices in some places, and is a great bargain to hunt out.
OVERALL:91%

SUPER DOUBLE DRAGON

Billy and Jimmy Dragon are brought up to date in this all-new Double Dragon game. Not surprisingly, it's pretty much what you'd expect from a Double Dragon title, with plenty of fisting and weapon picking-up to add to the action. There's plenty of moves and it makes good use of all the joypad buttons, but there are a couple of problems. The game speed is a bit slow, and the enemies only attack one at a time, making it all too easy to complete. For fans only.
OVERALL:73%

SUPER GHOULS 'N' GHOSTS

Ghouls and ghosts have problems too, you know. There's always some selfish ghoul or ghost who's ready to prey on the innocent majority of undead, and thus get the rest of them a bad name. Who do the nosferatu turn to at times like this? Yes, Super Ghouls 'n' Ghosts, a group of heroic dead people who campaign tirelessly against crime beyond the grave.
However, the king of the undead criminal fraternity, Lucifer, has kidnapped Arthur the Knight's fiancée, and even the Super Ghouls 'n' Ghosts can't save her! So now it's your job to guide Arthur on his quest in this fabulous platform title. It's incredibly hard though, so be warned if your gaming skills aren't top notch.
OVERALL:94%

SUPER GOAL

Converting probably one of the worst NES games going to the Super NES doesn't really seem like a good idea, does it? And indeed, it certainly wasn't. Whilst Super Goal isn't quite as tragic as its predecessor, the limited number of moves and frustrating super-human goalies put the dampeners on the playability to a huge degree. Seek out Striker instead for Crewe Alexandra-type fayre.
OVERALL:60%

SUPER JAMES POND

This was one of the best Megadrive games of all time, and so the conversion to Super NES was eagerly awaited. However, the stupid slowdown, not even usually caused by the screen being full, and the useless collision detection ruin what could have been a classic.
OVERALL:78%

SUPER KICK OFF

Well, was this game worth the hype or what? The answer is probably no, unfortunately. The gameplay is nowhere near as good as in the original 16-bit versions and so it looks like another long wait for something better. Sensible Soccer perhaps? Save your cash!
OVERALL:73%

SUPER MARIO BROTHERS IV

Those no stopping Mario Mario and his brother, Luigi Mario (obviously, they didn't have the most imaginative parents). However, there's obviously no stopping their arch-enemy Bowser, either, as he's back again, with yet another turtle empire with which to tyrannise the population of Mushroom World. Still, for the purposes of this game, Mario has returned to fight Bowser and the Koopas in this latest platform extravaganza. the graphics look a bit dated now, but the gameplay is still as fresh as ever, and it's dead groovy. Miss this at your peril, as the saying goes.
OVERALL:98%

Q - What is the first Seal of Quality game you come to in the Index?

SUPER MARIO KART

Mario returns to the Super NES in this great game all about shopping. Mario has to guide his kart around Kwik Save, grabbing only the items he needs and avoiding the temptation of the chocolate positioned by the check-out. Actually, that's a bit of a lie. The karts in question are go-karts, not shopping trolleys. And instead of getting his groceries, Mario has to race against a number of his friends and foes.
Not particularly outstanding on your own, but with two players this racing game is the absolute business. Featuring brilliant graphics and a variety of different play modes, there are even some secret shortcuts to discover. We haven't stopped playing it since it came into the office!
OVERALL:92%

SUPER PANG

The Mitchell Bros' coin-op hits the Super NES in true style - minus the two-player mode - and virtually intact. An everyday story of a lone hero out to clear the world of a vicious plague of bubbles, Super Pang is a very simple idea but very well executed. Travelling from world to world popping bubbles and collecting assorted bonuses proves extremely enjoyable, and the game's two play modes ensure that there's no way you'll get bored of the game. An excellent conversion of a coin-op which deserved more recognition - perhaps it'll get it now...

OVERALL:83%

SUPER R-TYPE

Take on the might of the Bydo empire in this souped-up version of the classic horizontally scrolling coin-op. Super R-Type is a bit of fun to play and has some great graphics. The problem is that the game slows down a lot and it's very easy to complete, with nothing more to see on the higher difficulty levels.

OVERALL:74%

SUPER SOCCER

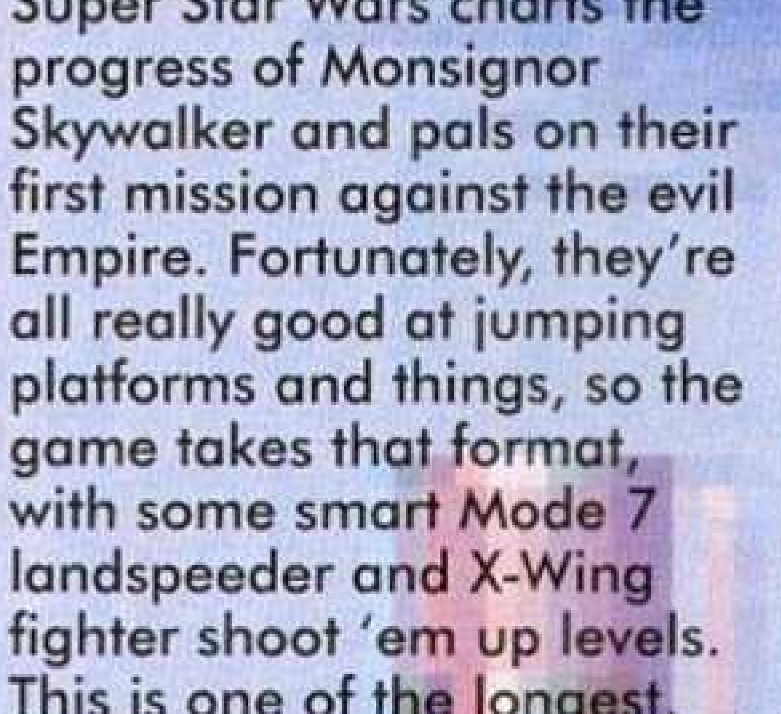
Soccer is soccer, only this time it's played out on a third person perspective spin 'n' scroll pitch. Although it's a treat to look at, there isn't much of the pitch viewed at once, making passing very difficult. The ball movement is also quite unrealistic. Technically polished, but lacking in the playability department Super Soccer is only really recommended to die-hard football fans.

OVERALL:79%

SUPER STAR WARS

Star Wars was the film that launched a million spin-offs and the one that revived the flagging Space Opera genre, only to allow it to slide away again as soon as the third and final Star Wars film hit the video stores of the world. If by any chance you haven't seen the films, this could be the next best thing.

Super Star Wars charts the progress of Monsignor Skywalker and pals on their first mission against the evil Empire. Fortunately, they're all really good at jumping platforms and things, so the game takes that format, with some smart Mode 7 landspeeder and X-Wing fighter shoot 'em up levels. This is one of the longest, hardest and bestest games on the Super NES and is highly recommended.



OVERALL:94%

SUPER TENNIS

Ah, tennis. The thwack of racquets against balls, the agonised screaming of the male competitors, strawberries and cream at Wimbledon, having your house repossessed when you can't pay for them, all of these are the joys of that great British Institution. You know, the one we can't won at anymore.

The Super NES' spin 'n' scroll graphics chips are used to create a fast, smooth third-person perspective tennis court, populated by cute sprites that swear a lot (on the Japanese version). Super Tennis is the best tennis game ever produced. Its playability is unrivalled and as a two-player game, it's the tops!

OVERALL:94%

SUPER TETRIS

Tetris finally rears its lovely head on the Super NES in the form of this excellent two-player conversion, with the added bonus of a second game, BomBliss, which, whilst very similar to the original adds new dimension of strategy and that. A must for all puzzle fans, and indeed, anyone with the cash to hand.

OVERALL:91%

SYVALION

Quite an original idea this, guide your snakey dragon around a series of enemy-infested mazes, scorching the heck out them along the way. However, whilst the responsiveness of the controls is good, the design of the game is bad. The levels are very similar and repetitive, as a result it loses its appeal within a couple of level.

OVERALL:41%

TECMO SUPER NBA BASKETBALL

Tecmo Tecmo Tecmo Tecmo! As 2 Unlimited might say. Yes Tecmo, the music sensation that's sweeping the clubs of the world and filling the charts with annoying blip-bleep tripe that sound like Spectrum tunes from some years old budget title. I don't know, there's never a tune you can whistle. However, Tecmo are also the producers of some rather fine games, this being one of them. Tecmo Super NBA is bursting to the gills with options and bits to play with, along with a huge playbook which injects a huge strategy element to the game, as well as the reflex-testing japes already inherent. If you fancy a fast-paced and absorbing sports sim, this is for you.

OVERALL:92%

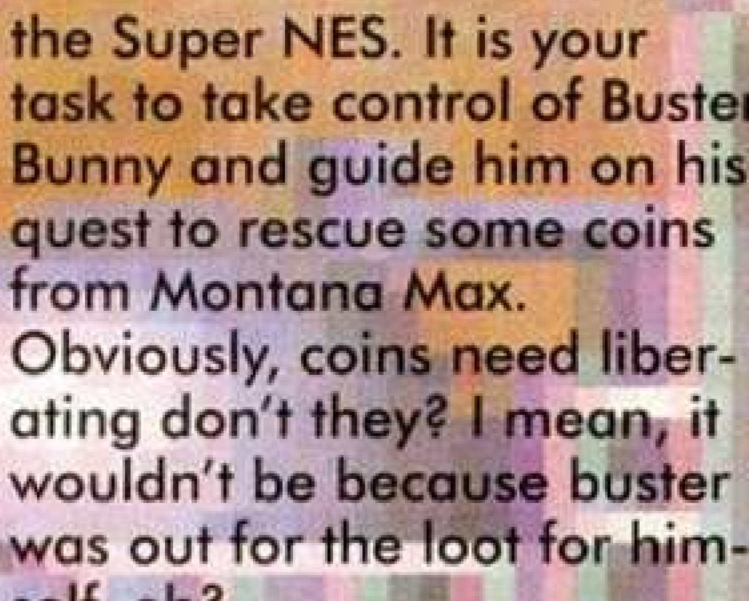
TERMINATOR

Aaaaiieeee!! What is it about the words Terminator and Video Game that cause every game based on either Terminator flick to be absolute trousers? Sadly, Super NES Terminator is no exception to this law.

OVERALL:47%

TINY TOON ADVENTURES

They're tiny! They're toony! They're, um, dah dah dee er, oh, I'll remember the next bit in a minute.Yes, those little junior cartoon rascals are back from their cartoon series of the same name to star in yet another Nintendo game, this time on the Super NES. It is your task to take control of Buster Bunny and guide him on his quest to rescue some coins from Montana Max.



Obviously, coins need liberating don't they? I mean, it wouldn't be because buster was out for the loot for himself, eh?

Whilst a little slow-paced in places, Tiny Toons displays some of the most amazing variety of any game. There's so many sub-levels, bonus levels and extra things to do

to test all your skills it's incredible. The game underneath all of this is good too, being amazingly challenging and stupendously entertaining.
OVERALL:93%

Q - What cartoon character is Buster Bunny based on?

TKO BOXING
If real boxing were like this it'd be about as popular as curling. Two men stand pretty much stock still in the middle of the ring and use their amazing repertoire of two moves to pummel each other into submission. Zzzzzz. The game itself is bad enough, but the play logic is likewise terrible. DO not at all buy this ever.
OVERALL:36%

TOM AND JERRY
Absolutely the worst music ever heard on any computer or console, and the game itself doesn't fare much better. Totally wastes the license on a tawdry and staggeringly unoriginal platform game with poor controls and an incredibly slow running speed. And the graphics are crap. And all the levels are the same.
OVERALL:37%

TUFF E NUFF

Sporting possibly the worst title of anything ever, Tuff E Nuff was touted as being the answer to Streetfighter 2, but it isn't quite. Sure, there's loads of moves and the game move faster than Streetfighter, but there are only four characters to choose from and the scope for tactical play is stunted by the fact the action pauses momentarily with each hit that connects. Still a pretty good game though.
OVERALL:89%

UN SQUADRON

Long ago, UN Squadron was released on the ST and Amiga home computers. It was very bad. Having learnt from that lesson, when it came to doing the Super NES version Capcom took a different tack. For starters, they converted it themselves, and they also added some elements to the rather average coin-op. As a result, UN Squadron on the Nintendo is a mega levels and weapons beanfeast with plenty of death and murder. Known as Area 88 in Japan, this side-on scrolling shoot 'em up coin-op conversion isn't as technically amazing as Contra Spirits, but it's just as playable and even more lastable. The graphics are stunning, the sound decent and the gameplay highly exciting. Another Capcom winner.
OVERALL:94%

WING COMMANDER
An outstanding game on the PC, Wing Commander doesn't have the necessary excitement and outstanding gameplay to uphold its reputation on the Super NES. With too much attention placed on the presentation, which isn't all that good either, and not enough to the gameplay Wing Commander is best left alone.
OVERALL:62%

WORDTRIS
Latest title from Alexei Pajitnov, creator of Tetris. Blimey, don't those Russians ever come up with any new ideas? Anyway, Wordtris is actually quite a laugh, being as it is a mixture of Tetris and Scrabble. The only real down point is the rather high price tag. If you can pick it up for about thirty quid it's definitely worth it, but at forty pounds plus, it's not quite excellent VFM.
OVERALL:80%

XANDRA'S ADVENTURE
A top quality platform action game with something of a puzzle undercurrent. May lack the glamour of some of the glossier games, but Xandra packs a considerable challenge and there's absolutely loads to do. Definitely worth at least a look.
OVERALL:85%

Q - What is the name of Mario's arch enemy?

ZELDA III
So, it wasn't just Tiger Ninestein out of Terrahawks who bothered to clone himself. It seems his arch-nemesis, Zelda the Crine, took his advice and planned securely for her future too. However, it's\also apparent that the Terrahawks managed to bump the old bag off at least twice, with the result she's already on her second clone. However, in the alternate Nintendo reality, Zelda is in fact a kind and lovely princess, which is where we pick up our tale.
Link returns in this viewed-from-above scrolling quest with thousands of screens, loads of puzzles and some great graphics and sound. This is the definitive adventure game for the Super NES, but be sure to buy the American version of the game because the Japanese import version has lots and lots of indecipherable foreign text.

OVERALL:95%

SYSTEM SHUTDOWN

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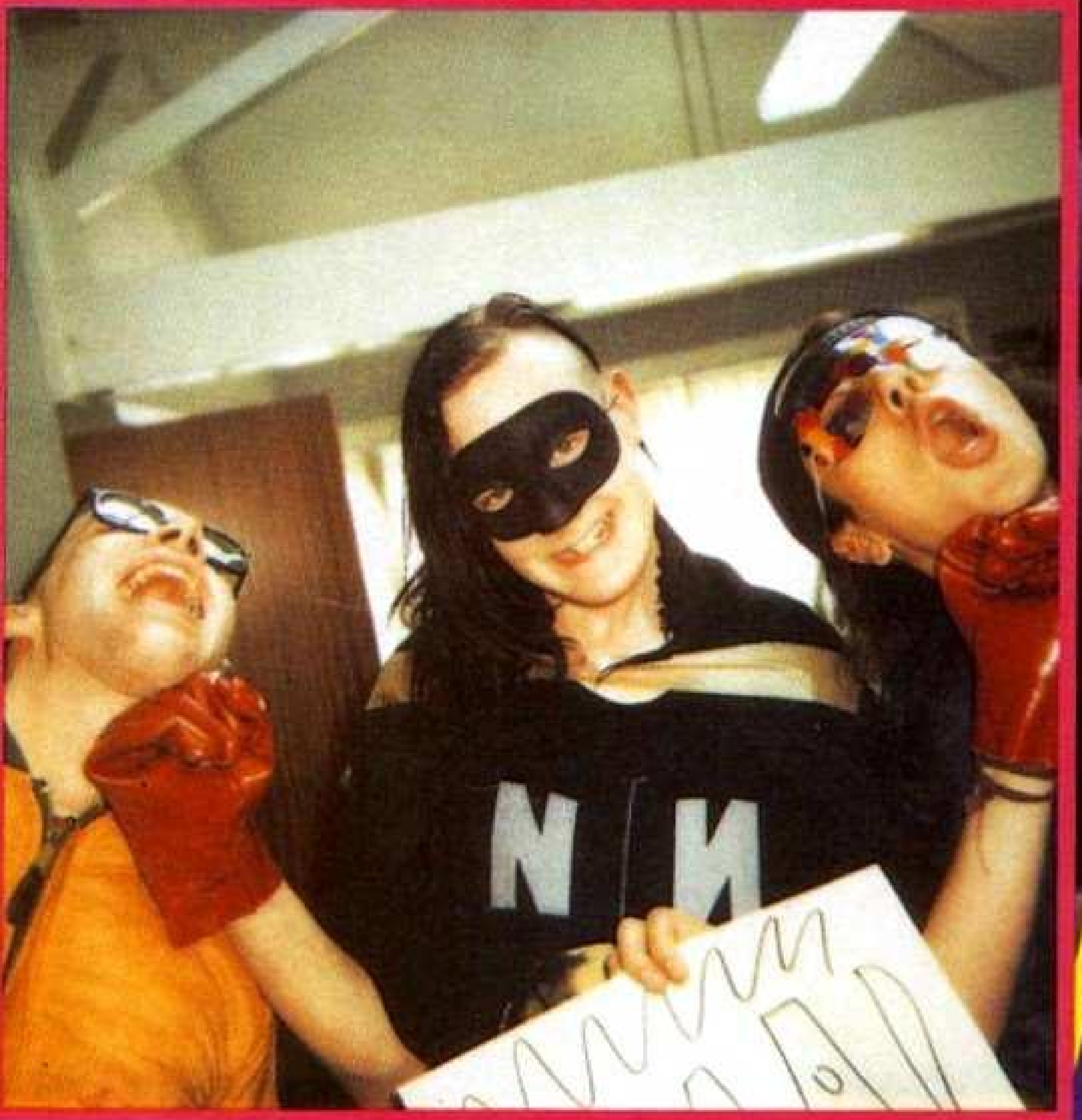
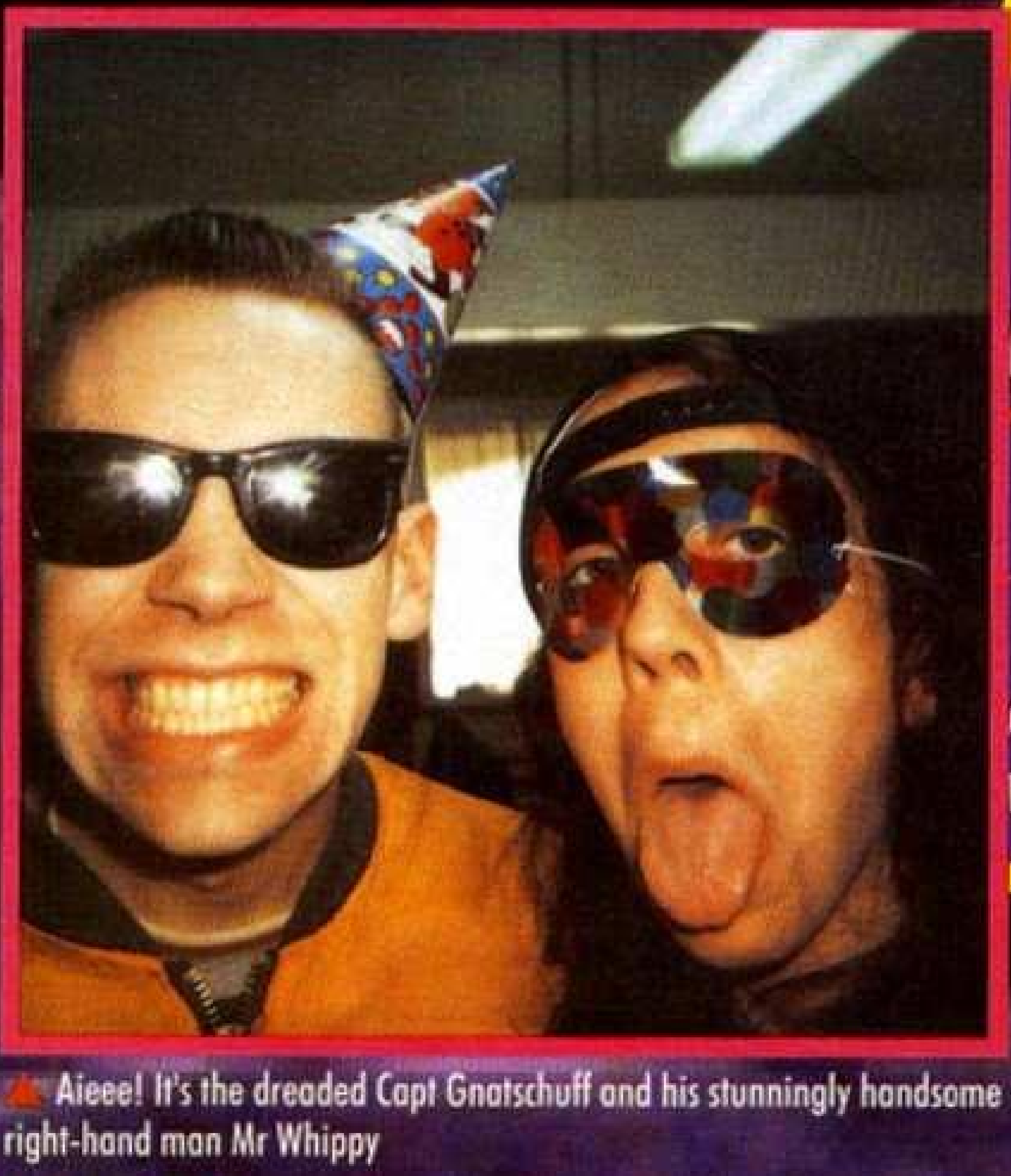
BLA

Aieeee! Foul Deeds are afoot in the lives of our costumed heroes! Captain Gnatschuff, the tightest super-villain in all Christendom has kidnapped Blagman! Tempting him into a trap with the offer of a million free copies of NES Kirby for the underprivileged kids in Knightsbridge, our saviour was beaten over the head by a large "Thwack!" sign and robbed of his Pants of Power! However, his courageous sidekick Robbin', who was hiding behind some crates at the time, escaped unharmed to tell the tale. Using all his incredible powers of deduction handsome, debonaire and sophisticated Robbin' made to set out and find Blagman, defeat Gnatschuff and get the Kirbys. But then he thought "Hang on a minute, here's a chance to sit around for a bit not having to put up with that lazy get and having to make him cups of tea and bathe his chalfonts every five minutes." So instead, he put his dainty feet up on the desk, helped himself to some of Blagman's favourite jellybeans and watched The Essential Neighbours 24-Hour Omnibus. Luckily though, whilst no-one realises it I...er, I mean the absolutely smashing Robbin' is the one that does all the hard work anyway, so the disappearance of Blagman has availed these pages nought. But what has become of the poorly costumiered dynamo? Will we ever see him again? Can the boy wonder save him? Tune in next moth, same blag time, same blag channel...



▲ Noodle oodle oodle oodle superheroic blag rescue antics.



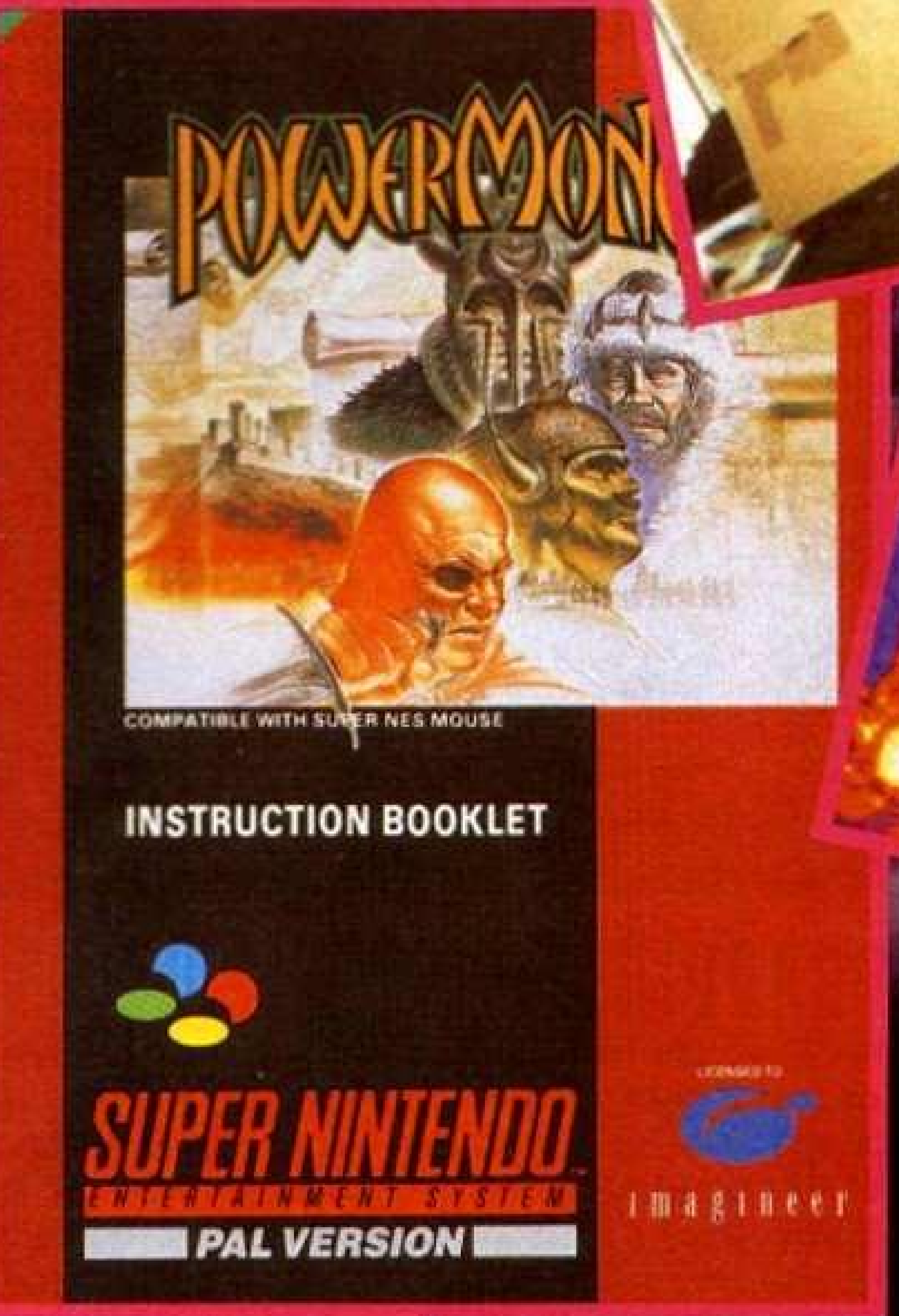
▲ Aieee! It's the dreaded Capt Gnatschuff and his stunningly handsome right-hand man Mr Whippy

GMAN

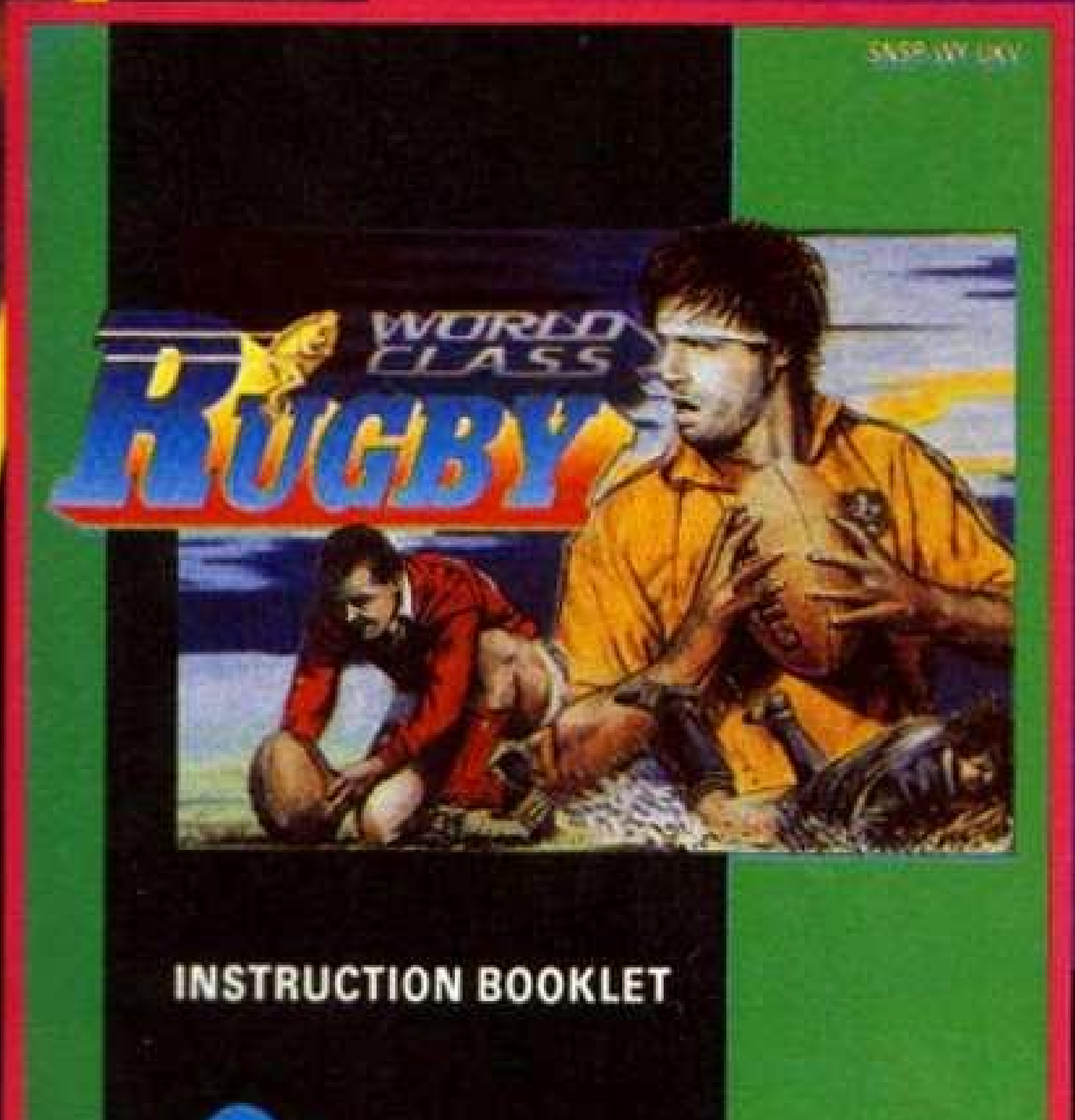
Noodle oodle oodle oodle dull Powermonger grab.

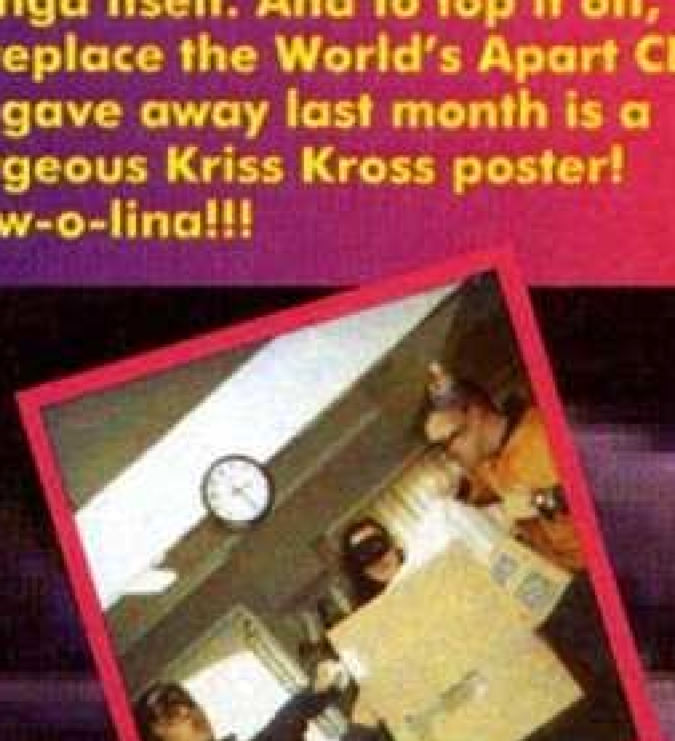
BLAGGED GEAR

This month Robbin', Blagman's trusty sidekick and all-round good egg, has blagged a load of top quality stuff. There's another skipload of Acclaim T-shirts, a copy of Powermonger, a copy of World Class Rugby, a fine and dandy Star Wars top a bit like the one we tried to give away last month, courtesy of US Gold, zillions of Mario Kart pin badges, a ruck of Nintendo Helpline sweatshirts and some rather fashionable Super NES baseball caps too! Corpolina! Best of all, we've also got twenty, yes TWENTY COUNT 'EM copies of the latest fabbo Manga Anime video - Vampire Hunter - to give away thanks to the lovely folk at Manga itself. And to top it off, to replace the World's Apart CD we gave away last month is a gorgeous Kriss Kross poster! Wow-o-lina!!!



In days of old, when men and women of courage ruled the world and the carcasses of a thousand armies lay strewn 'cross the plains one man spake unto the heathen. Then and only then did he light his camp fire and toast his 'nads asunder.





LAST MONTH'S WINNERS

If you were a winner last month, you'll know already because your share of the loot should have reached you by now. However, due to an, er, administrative error (ie they got thrown out) the names of most of the winners are now lost to us. Apart from one, Carol Doherty of Bedale, N Yorks. But we're not going to mention her here because it'll make all the other entrants feel jealous.

Nintendo
OUT NOW!

We at NMS may be first with reviews, but all this advanced knowledge, coupled with varied delays, means there can be a lag of a couple of months between our review and the game hitting the shelves. Y'see, in between our review and the proposed release date, there can be all sorts of unforeseen reasons for delays, such as delays in shipping, legal wrangles, unusual sunspot activity, or the dog ate it, sir. So we decided it would be a good idea for us to go and find out exactly what was on the shelves. Not "Ahh, it's coming in next Tuesday", and definitely no "Well, there's this unusual sunspot activity at the moment..." This month's list was complied with help from the Virgin Games Centre in Oxford St, London, whom you may contact on 071 637 7911, and further lists will come from other retailers around the country. Along with the list of new releases, there's also a potted review in case you missed the previous appraisal.

STOP PRESS

If you can't wait for Zelda to hit the Game Boy, whet your RPG-type appetite with the critically-acclaimed Mystic Quest. This is the latest addition to the successful Final Fantasy series from Nintendo, and is a feast of role-playing fun and highly recommended. Mystic Quest is officially released on May 1, priced £29.99.

SUPER NINTENDO
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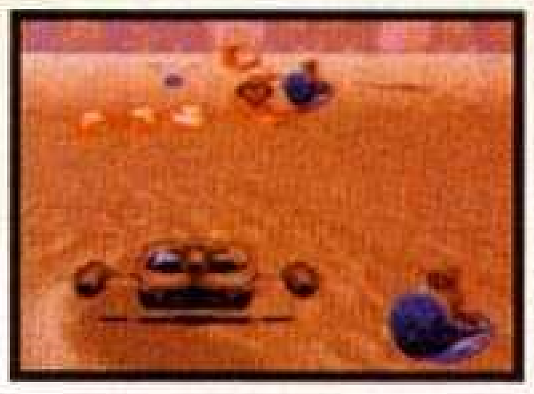


SUPER STAR WARS

Another classic game we wondered what had happened to. Super Star Wars is a top notch platform blaster, with some nifty Mode 7 piloting sequences thrown in, which is super dead hard and incredibly enjoyable. Probably release of the month.

JOHN MADDEN'S FOOTBALL '93

John Madden might have made his mark on the Megadrive, but he's still to impress in his Super NES incarnation. Madden '93 is as slow, jerky and awkward to control as its predecessor, and as a result it just isn't really worth the cash, unless you're a real hardcore Yank footie nut.

MAGIC SWORD

Battle your way up the mysterious Tower of Mysterious Death in this one-player conversion of the Capcom coin-op. Sadly, it's a bit of a turkey, this. The graphics aren't that bad, although the animation is a bit rough, and the sound is likewise peaky. What really kills it though is the slow and repetitive gameplay. Maybe this one should have stayed off the shelves, eh?

MICKEY'S MAGICAL QUEST

It looks, great, it sounds great, and it plays reasonably great. Yes, Mickey gets the full platform treatment courtesy of Capcom, and it's not at all bad. However, the action is really fairly simple, and the levels are quite a bit on the easy side. One younger players should adore, but more experienced gamers are better off going for summat else.

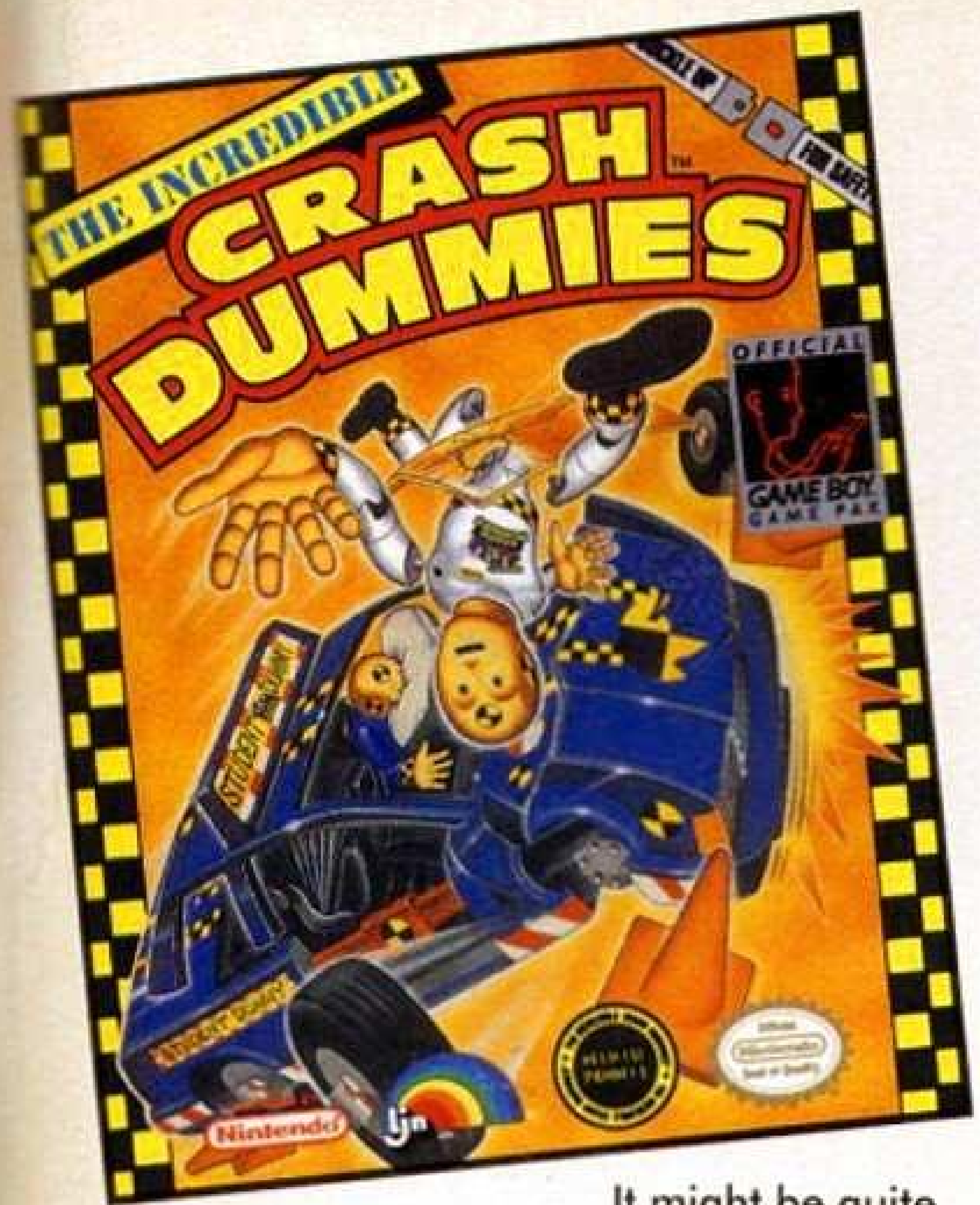
PARODIUS

Wahey! We thought we'd never see it over here, but at last Konami's excellent shoot 'em up hits British shops. The graphics are fantastic, there's a number of different ships to choose from, tons of weapons and millions and millions (well, not quite) of things to shoot. The difficulty level goes from fairly easy to gnnnoiks-how-do-you-beat-this status too, so there's a challenge here for even the hardest bitten blasting fan.

BEST OF THE BEST

It might sound like a tawdry and dull chop socky extravaganza starring some third rate actor who instantly sinks back to un-fame, a film which would bore you to tears within minutes of you switching it on, but it is in fact a game. However, all of the above comments apply, apart from the bit about the actor.

GAME BOY

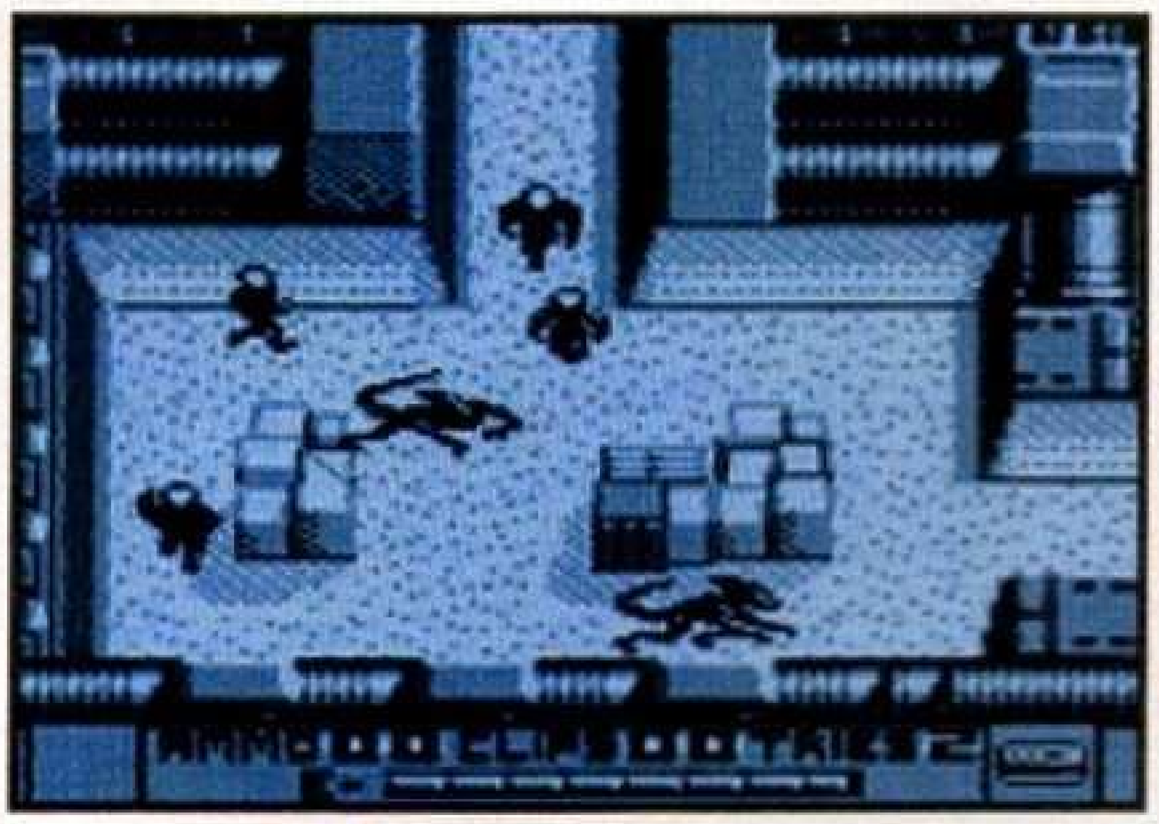


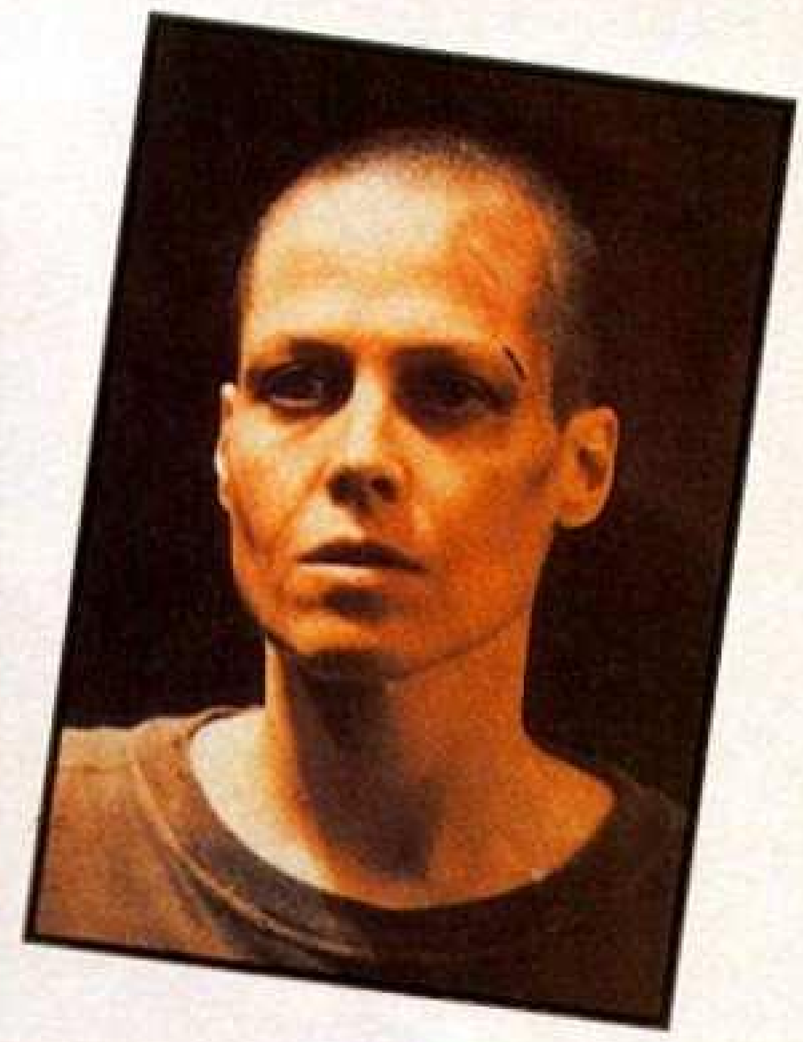
CRASH DUMMIES

It might be quite easy to complete, but Crash Dummies is great fun to play, and even once you've beaten there's always a great compulsion to go back and play it again just for yuks.

ALIEN 3

Not a platform blaster like the other versions, but a creepy, atmospheric strategy game. If you've got even a tiny bit of patience, Alien 3 is one of the most involving games going for the Nintendo's micro machine and is loads of fun to play. One of the better Game Boy releases this month.





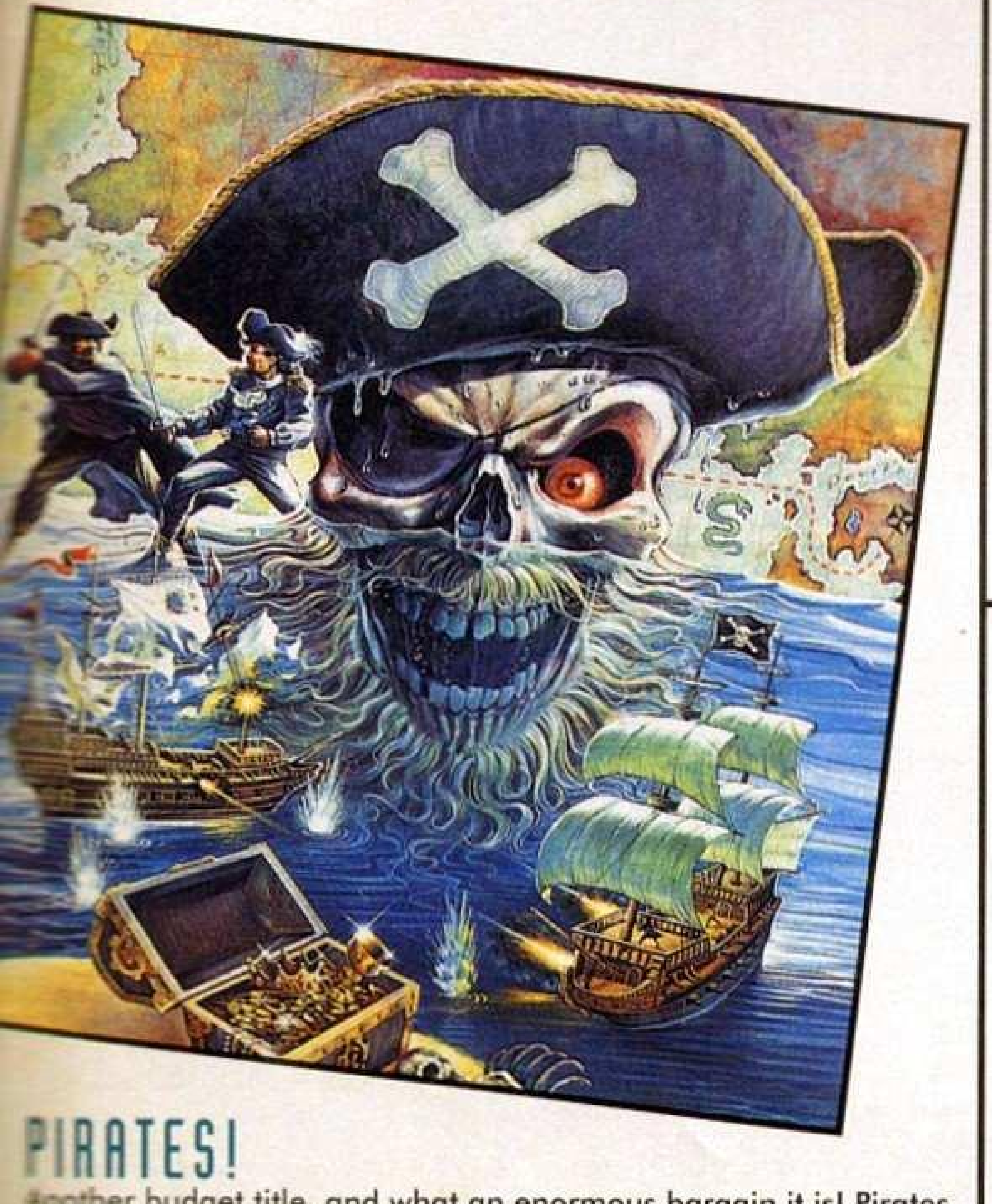
STAR WARS

Conversion of the classic NES game, and it almost completely works. However, it does lose a little in the translation and the screen sometimes gets a bit cluttered. Star Wars is still an excellent game, however, and one Game Boy owners should think very carefully about buying.

TRACK AND FIELD

All the frantic button-punching is bound to make you look like a complete berk if you play it on the train, but Track and Field is actually quite a laugh for a bit. However, it's pretty limited, so don't expect too much game for your money

Nintendo
ENTERTAINMENT SYSTEM



PIRATES!

Another budget title, and what an enormous bargain it is! Pirates is one of the best strategy/RPG games on the NES. There's loads of options, the game itself is huge and has enough subplots and variety running through the game to satisfy anyone - there's even sword-fighting levels! Bargain of the month.

BART MEETS RADIOACTIVE MAN

The Simpsons aren't as fashionable as they used to be, but still Bart keeps coming back to the NES. Bart Meets Radioactive Man is pretty similar to the other Simpsons games really, so rest assured, if you liked them you'll probably get into this. Don't expect anything even remotely new, though.

NOAH'S ARK

Take control of Noah and kill a heapload of animals in this rather confused platform game. It might be cheap, but Noah's Ark is anything but cheerful, being dismally unplayable as it is. Bah.

MONSTER IN MY POCKET

Whilst Monster in My Pocket isn't one of the best platform games ever, it is available at a knock-down budget price, which is most commendable. However, it still isn't worth bothering with unless you're really skint and can't wait to buy a new game at the time.

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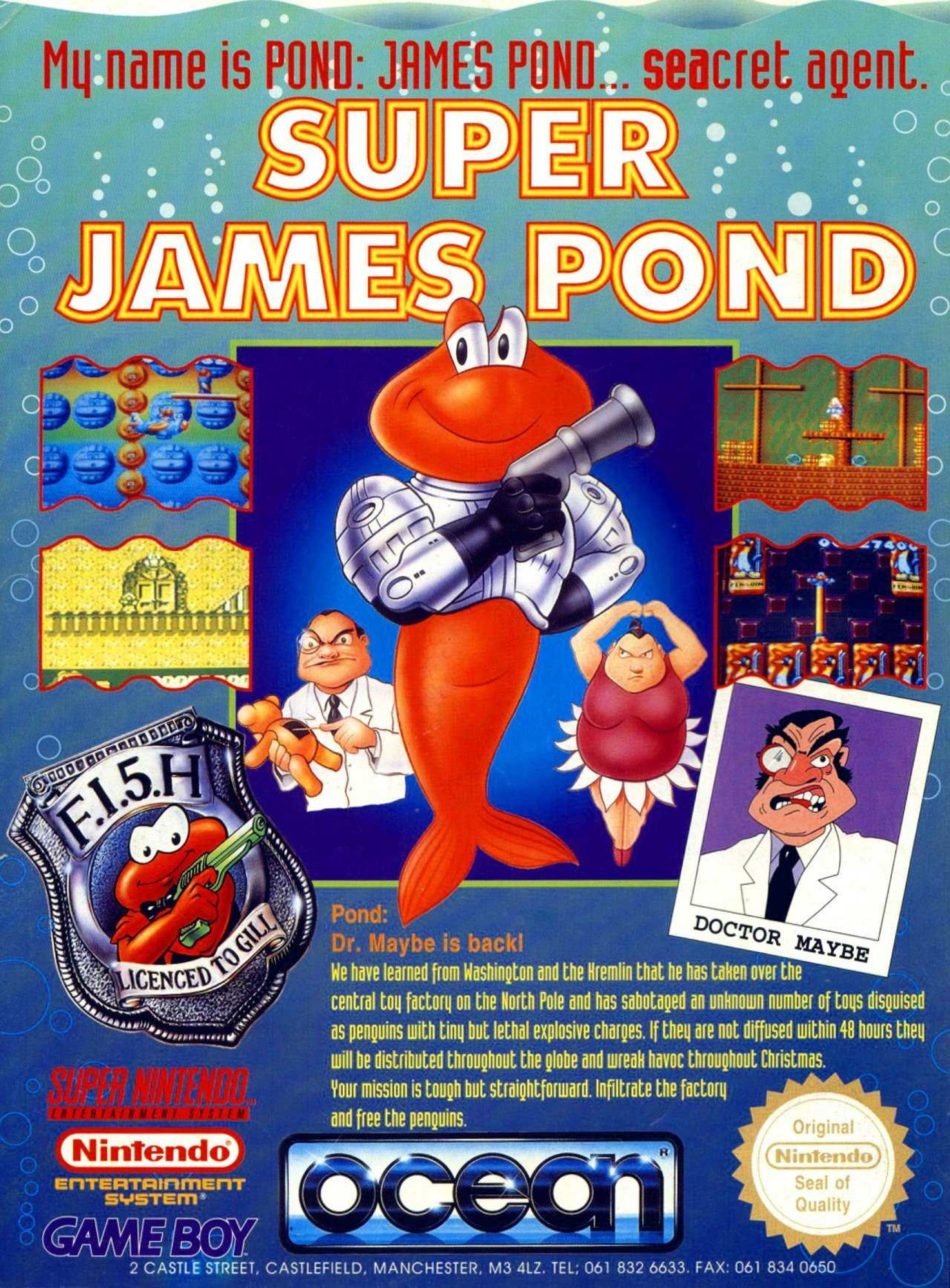

Pond:
Dr. Maybe is back!

We have learned from Washington and the Kremlin that he has taken over the central toy factory on the North Pole and has sabotaged an unknown number of toys disguised as penguins with tiny but lethal explosive charges. If they are not diffused within 48 hours they will be distributed throughout the globe and wreak havoc throughout Christmas.
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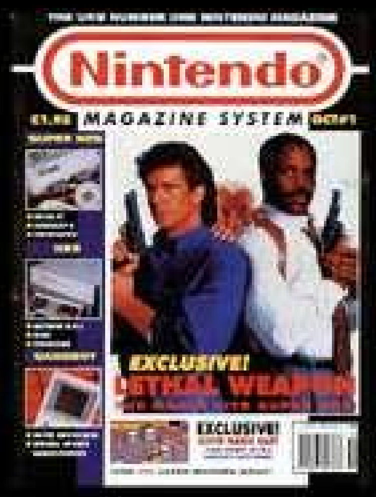

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